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PERFECT DARK
The first official review

THE BIG FIGHT
TEKKEN TAG V DEAD OR ALIVE 2

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Mmm...
- Dead Or Alive 2
- Bishi Bashi
- Vagrant Story

LEE
Mmm...
- Vagrant Story
- Ecco
- Suikoden 2

NIC
Mmm...
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- Dead Or Alive 2
- Tekken Tag

DAN
Mmm...
- Dead Or Alive 2
- Metal Slug 2
- Ballistic

DEAN
Mmm...
- Perfect Dark
- Perfect Dark
- Perfect Dark

PAUL
Mmm...
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- Space Channel 5

PAT
Mmm...
- Soul Calibur
- Ballistic
- Dead Or Alive 2

LES
Mmm...
- Dead Or Alive 2
- Tekken Tag
- Vagrant Story

STEVE
Mmm...
- Crazy Taxi
- Street Fighter 3
- Dead Or Alive 2

PETE
Mmm...
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223 June 2000

THE WORLD'S FIRST

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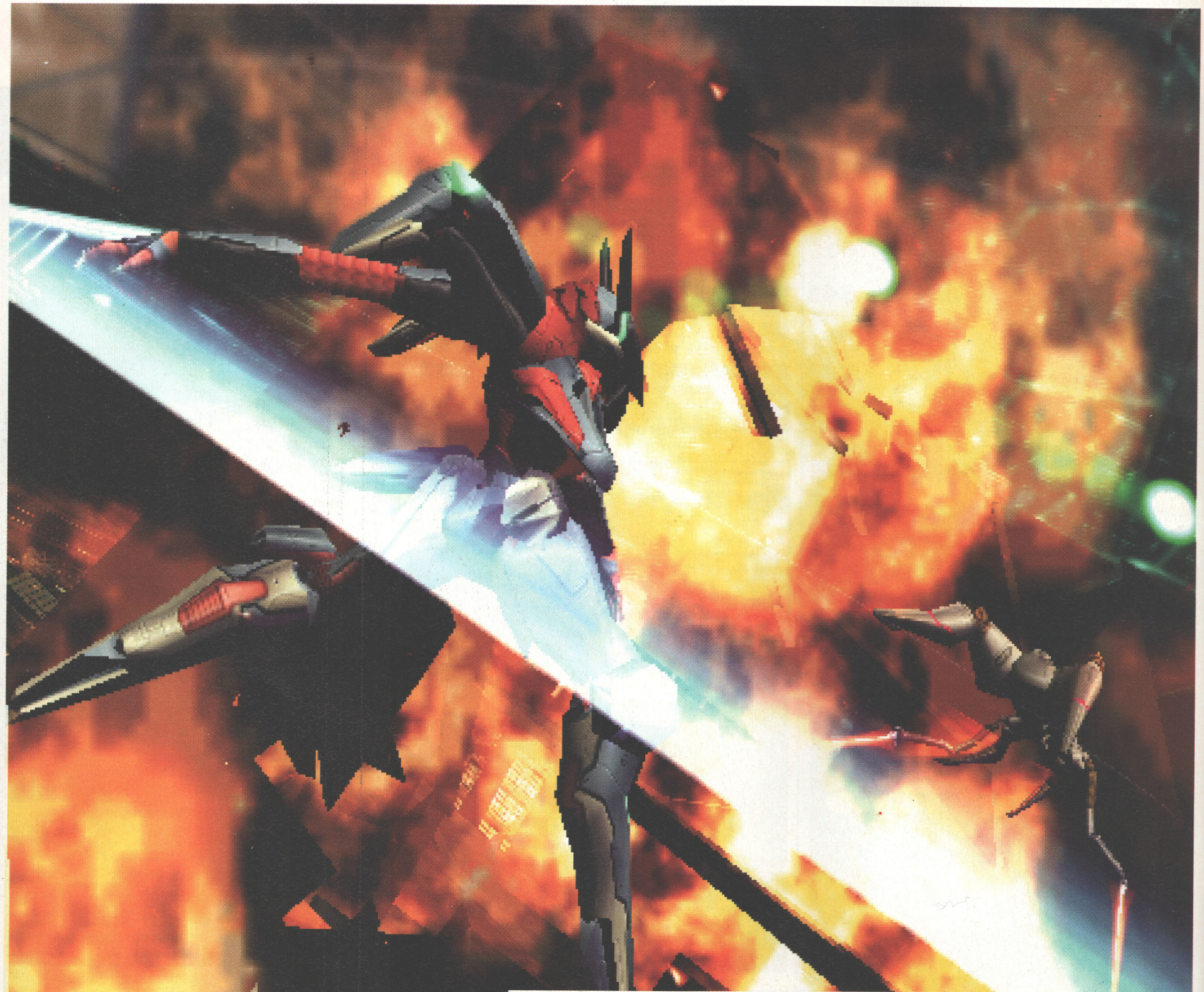
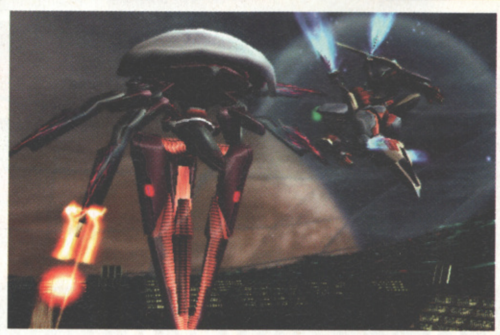


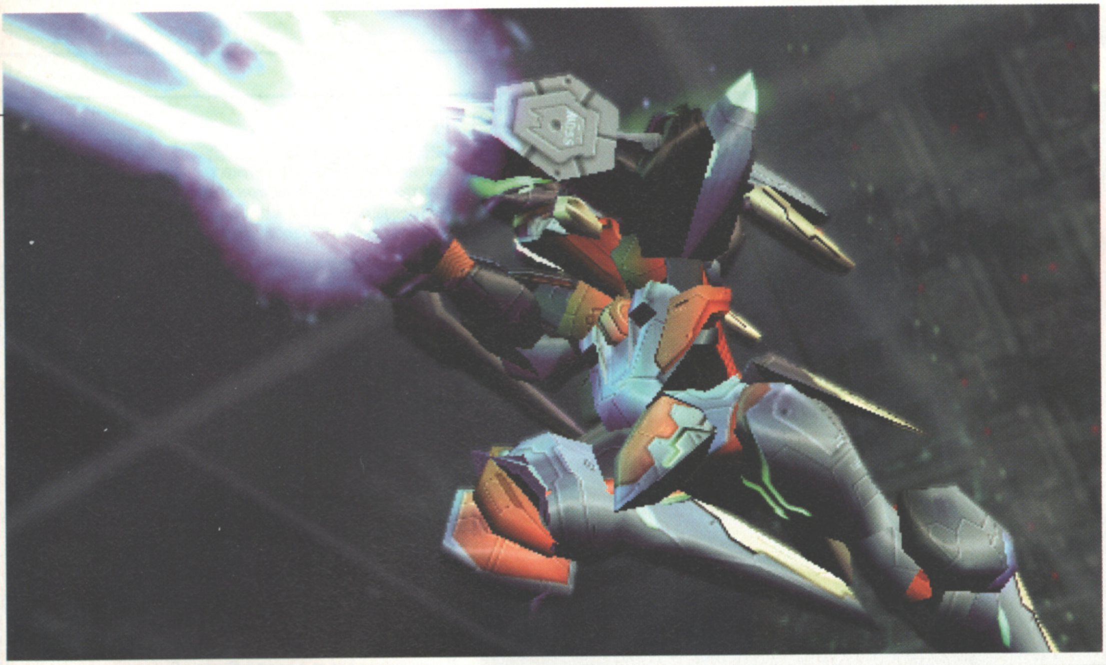
Z.O.E.

*OUT***XMAS:JAPAN TBC:UK** *PLATFORM***PLAYSTATION 2**

Though still veiled in top secrecy, details of this potentially killer PS2 title caused a storm when they were released at the Tokyo Games Show. *Z.O.E* is billed as a sci-fi action adventure game on an epic scale. Aside from the fantastic visuals, the most exciting thing about this project is that it's being produced by *Metal Gear Solid* mastermind Hideo Kojima, and *Metal Gear* designer Yoji Shinkawa. Konami is expecting *Z.O.E* to be a key release alongside *Metal Gear Solid 2*, and with the magic combination of Kojima and Shinkawa on board, it's easy to see why

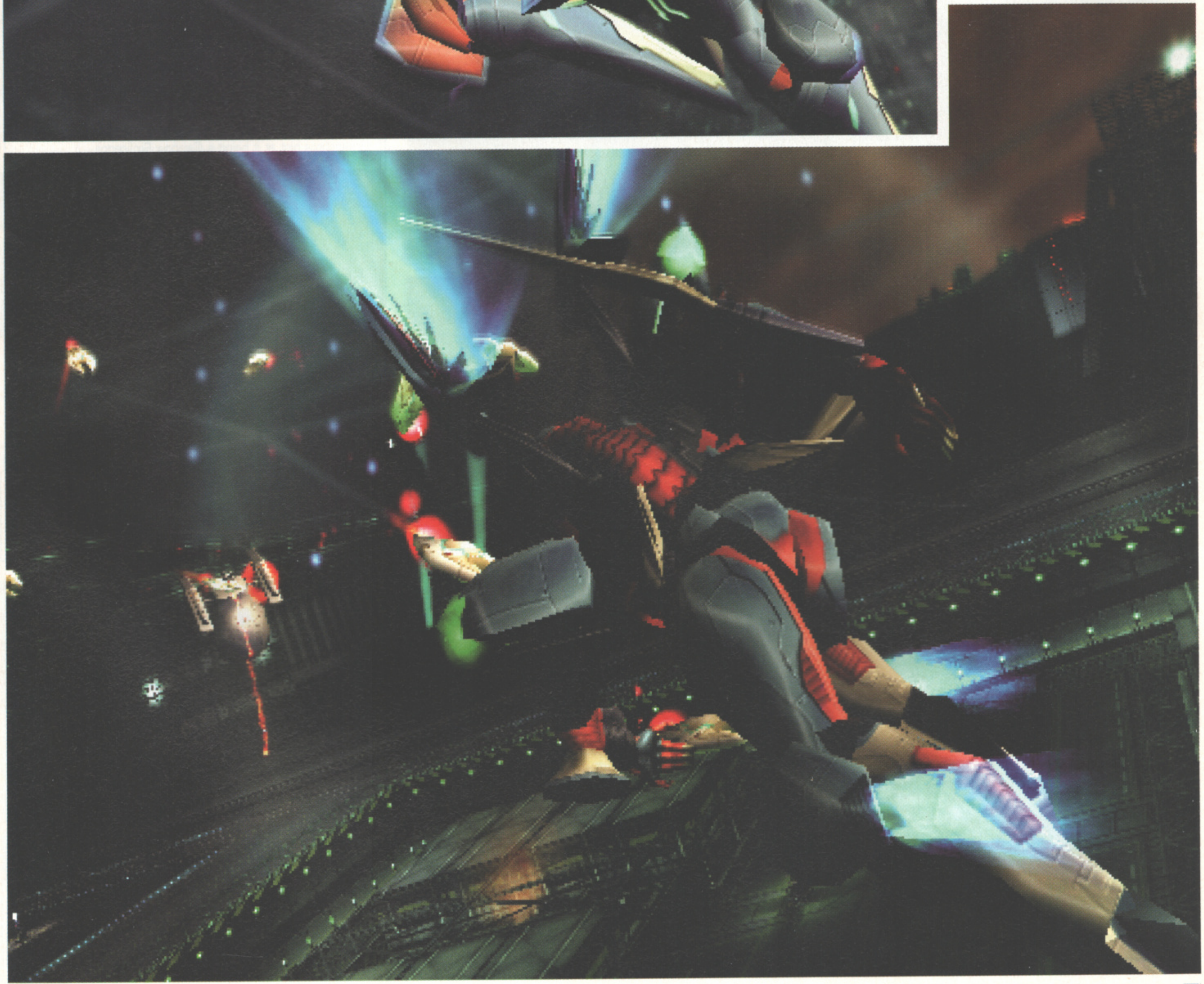


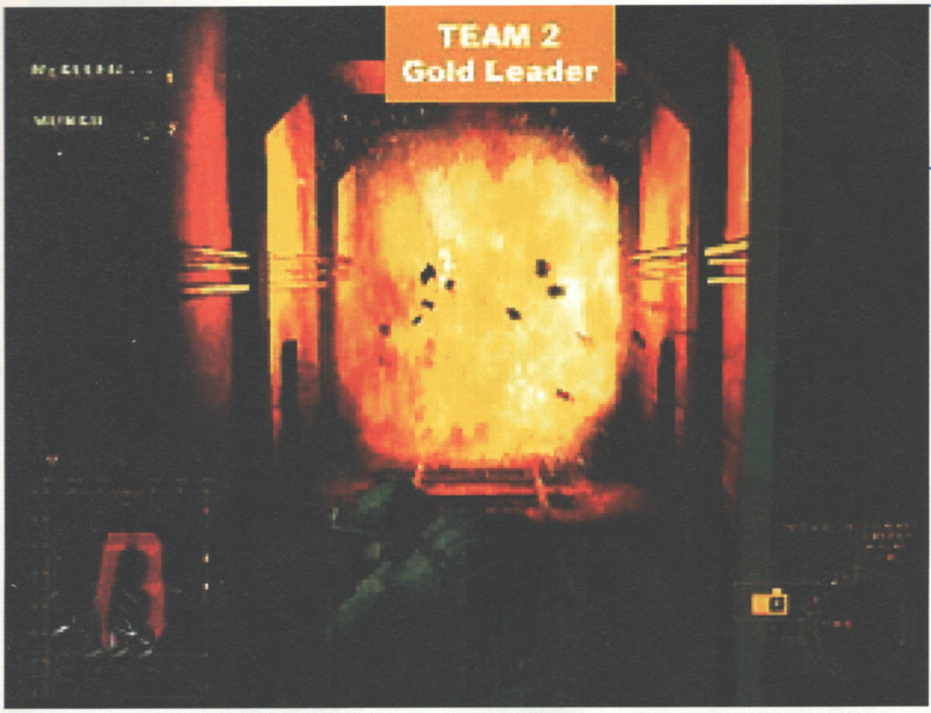
The initials Z.O.E stand for 'Zone of the Enders' and the game is set in the distant future. Humans have colonised the stars in this era and are happily exploring new worlds. However, some humans have chosen to stay on Earth and shun the off-world way of life. The off-worlders refer to those left on Earth as the Enders



During the course of the game, the player will become embroiled in the political unease between the two different groups, eventually leading to an all-out inter-colonial war. This is where the massive robots come in, and fights of a enormous scale are surely on the cards

While massive mech battles were all CVG got a peek at during Tokyo Games Show, players are also promised *Zelda*-style adventuring and plenty of in-depth gameplay. It's out in Japan at the end of this year but there's no official word on a UK release, as the developer is unsure of how best to handle the translation

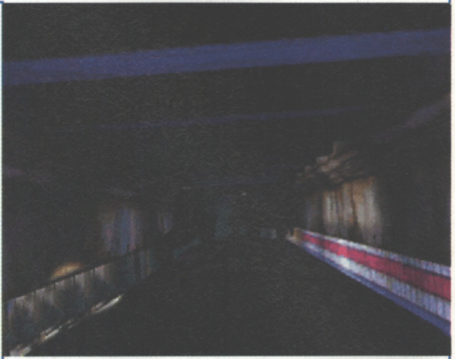




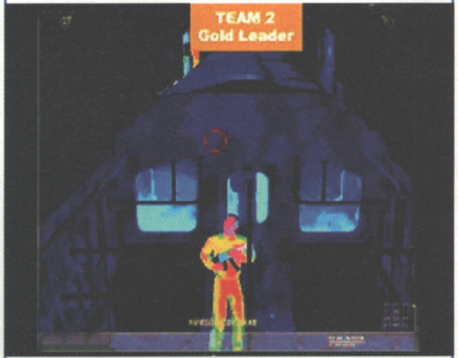
PROJECT X

OUT**TBC**PLATFORM**TBC**

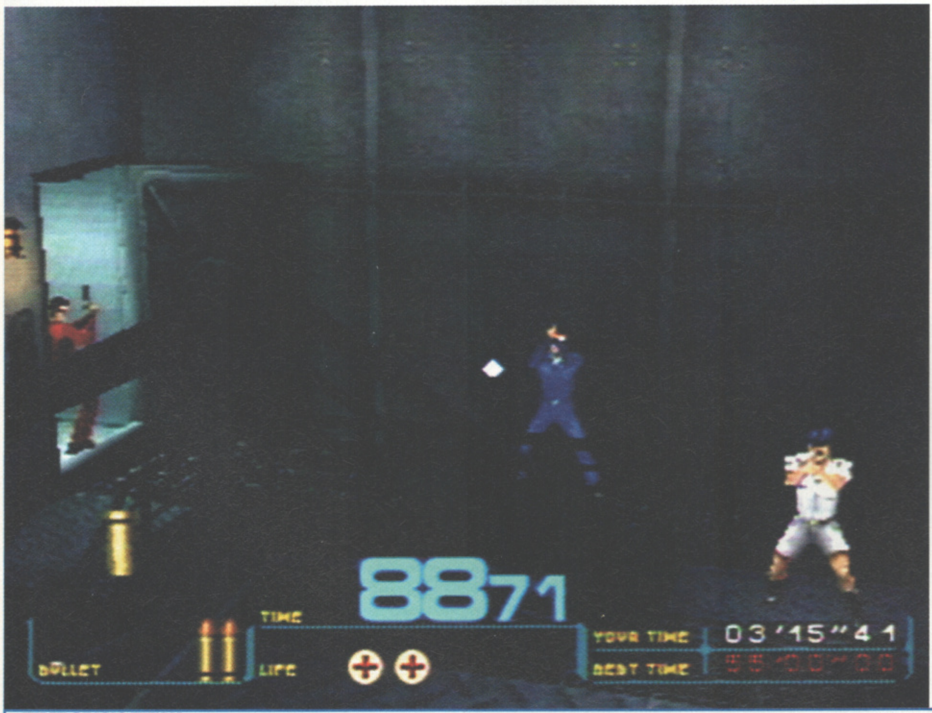
Even more top-secret is this mysterious title. The game has no confirmed name, nor do we know which platform(s) it will appear on. The only certain thing is that it's a first and third-person shooter from Saffire, *Rainbow Six* developer and supporter of N64



These screens are from a specialist engine-created demo of what Saffire expects the game to look like when complete. The screenshots hint at it being a *Rainbow Six* licence



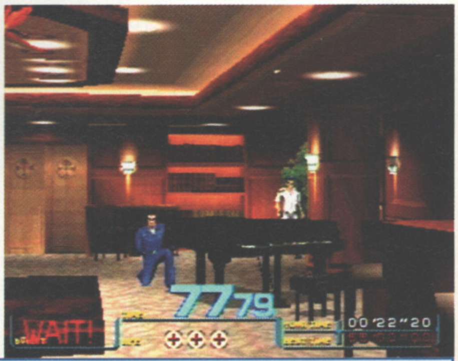
When we talked to Saffire, the company stated it could take the game to any system thanks to a unique development engine which allows for easy ports. It wouldn't confirm a title. Expect the rumour mill to churn wildly until an official announcement



TIME CRISIS TITAN

OUT**TBC** PLATFORM**PLAYSTATION**

Time Crisis Titan is in development right now. The third game in the series promises more of the light-gun-toting action that made the first two games fly off the shelves. Gameplay and graphics will be sharpened up in this version

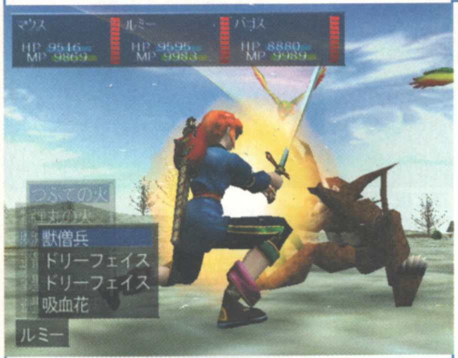


Interestingly, there's talk of releasing *Time Crisis Titan* in Europe before it hits the shops in Japan. Why? Because the *Time Crisis* series sold much better over here than anywhere else in the world. So now you know

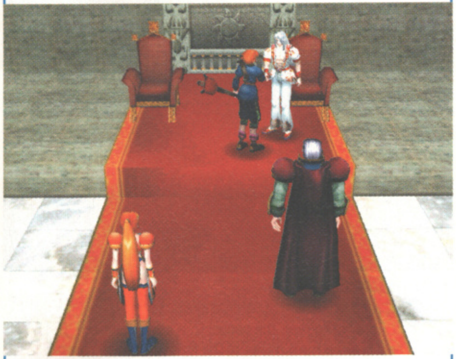
REISELEID

OUT **TBC** *PLATFORM* **PLAYSTATION 2**

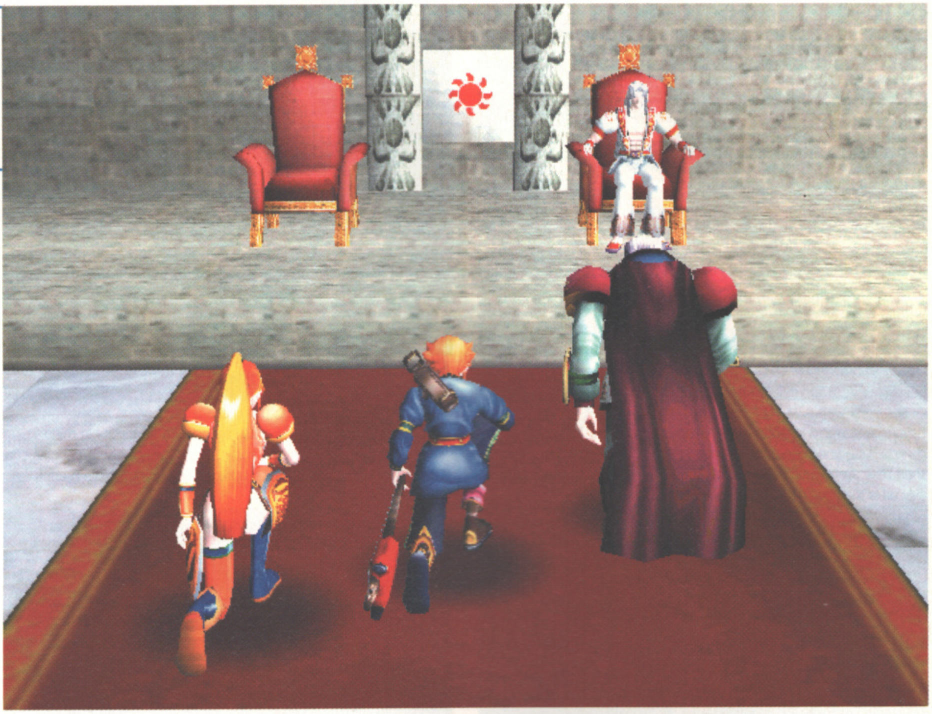
An RPG with a twist. Developer, Konami, has lent its rhythm action hand to the adventure proceedings. *Reiseleid* will feature musical sections that will play in a similar way to the ocarina sections in *Ocarina Of Time*, but will be more integral to game progress

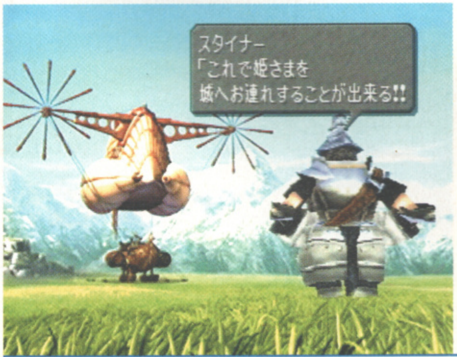

マウス HP 9516 MP 9869
ルミー HP 9595 MP 9983
バヨス HP 8880 MP 9989
つぶての火
獣僧兵
ドリーフェイス
ドリーフェイス
吸血花
ルミー

The action takes place on an island and has a distinctly European feel. The game's title is based on the German words for journey (reise) and troubling (leid)

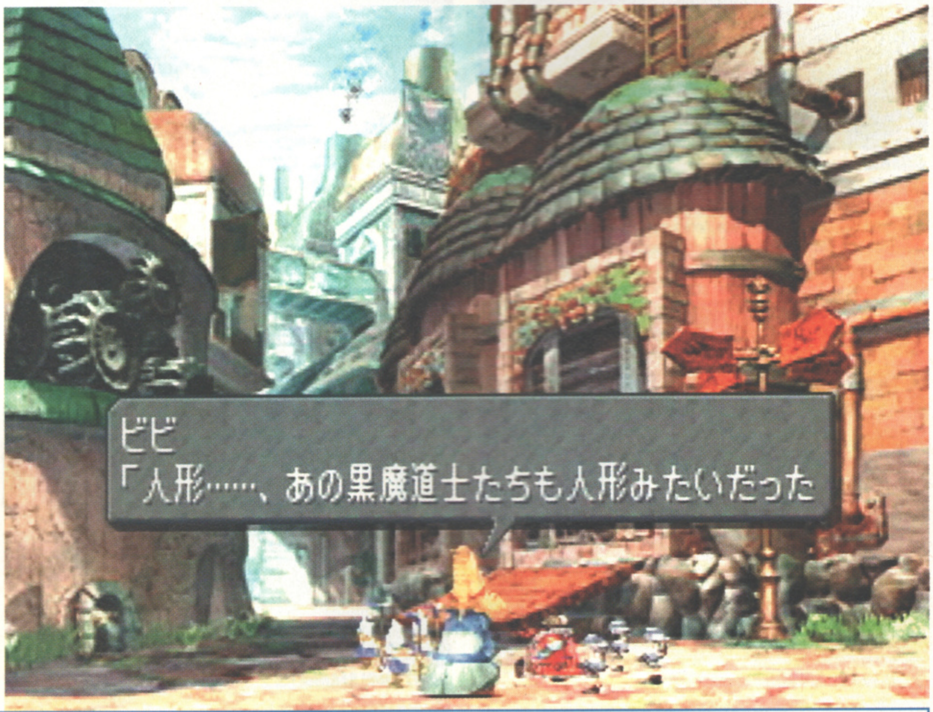


Much like *Urban Chaos*, *Reiseleid* features events happening in real-time. This means there could be several important things happening at the same time and, depending on which one you witness, events in the story will alter




スタイナー
「これで姫さまを
城へお連れすることが出来る!!」

Graphically, the game looks incredible, and you can see that the realism of *FFVIII* has been replaced with a more magical graphical style. Square has recently joined forces with Coca-Cola, so expect a massive marketing blitz nearer the game's release


ビビ
「人形……、あの黒魔道士たちも人形みたいだった」

FINAL FANTASY IX

OUT **TBC** *PLATFORM* **PLAYSTATION**

While Square has registered domain names for up to the 15th *Final Fantasy* and announced that 10 and 11 will have online capabilities, number nine will be the last *Final Fantasy* to appear on PlayStation and marks the return of the Japanese 'super-deformed' look

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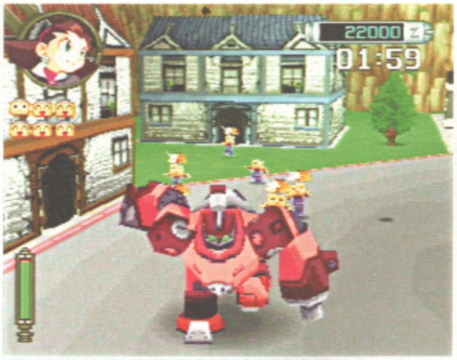
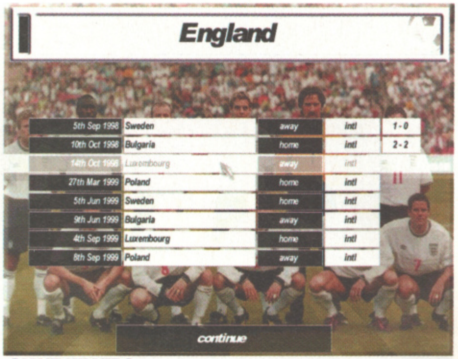


THE MISADVENTURES OF TRON BONNE

OUT **SUMMER** PLATFORM **PLAYSTATION**

Action RPG with a whiff of *Pokémon*. Lots of bizarre goings on in a psychedelic world inhabited by characters from the *Mega Man* games. Use and train different servbots to help you in the game, then take six of your best into battle. You also have to steal stuff to pay off a massive debt. Definitely different



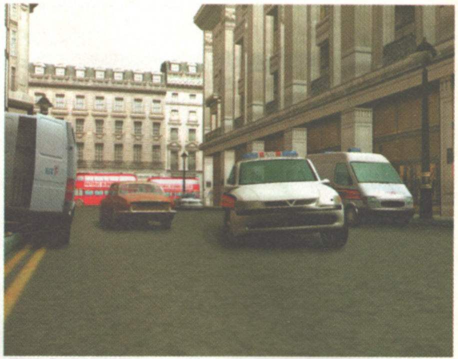
England

5th Sep 1998	Sweden	away	intl	1-0
10th Oct 1998	Bulgaria	home	intl	2-2
14th Oct 1998	Luxembourg	away	intl	
27th Mar 1999	Poland	home	intl	
5th Jun 1999	Sweden	home	intl	
9th Jun 1999	Bulgaria	away	intl	
4th Sep 1999	Luxembourg	home	intl	
8th Sep 1999	Poland	away	intl	

GIANT KILLERS

OUT **SUMMER** PLATFORM **PC**

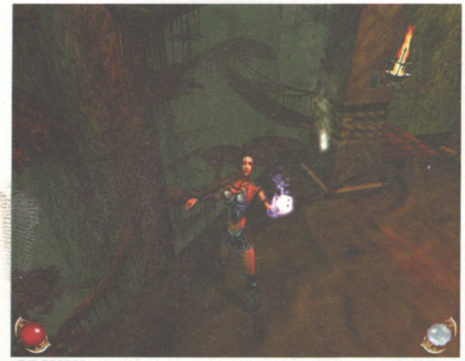
Hailed as the first ever football management game aimed specifically at the under 16s. Designed with simplicity in mind, *Giant Killers* lets you get stuck in straight away without bogging the player down in reams of stats screens and unintelligible menus. Presentation looks top-notch



THE GETAWAY

OUT **TBC** PLATFORM **PLAYSTATION 2**

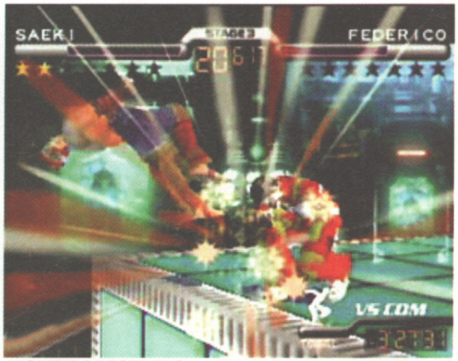
Sure to court controversy, this stunning looking driving game lets you play as a professional bank robber trying to go straight. Go on foot or drive around the accurately modelled 70 square kilometres of London, causing mayhem as you go. Promises levels of realism never seen before in a videogame



DRAKAN

OUT **TBC** PLATFORM **PLAYSTATION 2**

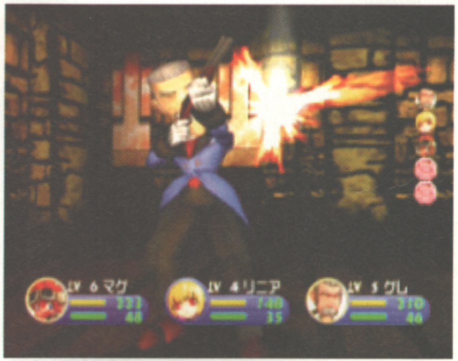
Reworked sequel to the recent 3D action-adventure PC game. Rynn and her Dragon soul-mate Arokh must work together to rid the fantasy realm of the forces of darkness. Two-tiered gameplay lets you explore the eight massive worlds at ground level or flying on the back of Arokh. Non-linear story and engaging combat



FIGHTERS DESTINY 2

OUT **AUTUMN** PLATFORM **N64**

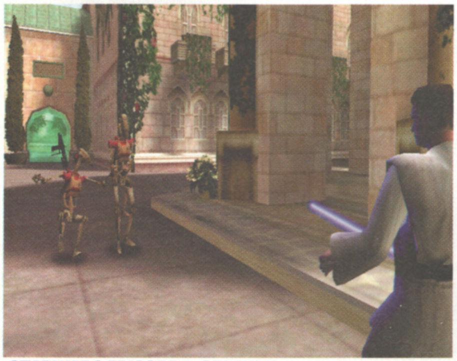
Sequel to minor N64 fighting hit that's been in the works for over a year now. The game works the same as before, with points scored rather than straight knock-outs. An improved control system and a host of crazy new fighters should make this worth a look. Angry bovine beast, Ushi the cow, also makes a welcome return



EVOLUTION 2

OUT **LATE SUMMER** PLATFORM **DREAMCAST**

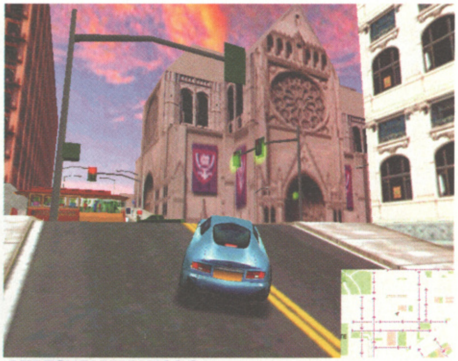
Subtitled *Far Off Promise*, the sequel to a fun, but limited, RPG should address the main gripes of the first game. The random dungeons have been ditched and replaced with 'proper' game environments. Gamers are promised more depth than the relatively simple first game, and the return of your favourite characters



STARWARS EPISODE 1: OBI-WAN

OUT **TBC** PLATFORM **PC**

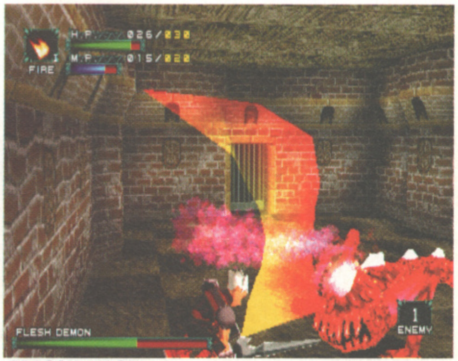
New screenshots continue to dribble out for the game that is *Dark Forces 3* and a whole lot more. Publisher, Activision, has now nailed the debate on whether it's first- or third-person – it's calling it first-person action, featuring a brand spanking new game engine that apparently allows for better level design and gameplay



MIDTOWN MADNESS 2

OUT **AUTUMN** PLATFORM **PC**

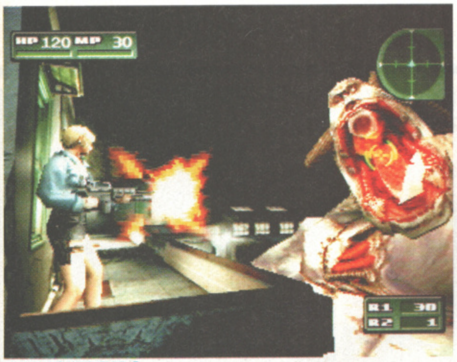
More madcap racing, this time based in London and San Francisco. There will be a cool-sounding single player crash course mode where you can either learn crazy moves as a Hollywood stunt driver, or burn up the West End as a London cabbie. Boasts an improved physics engine and real-time damage



DRAGON VALOR

OUT **TBC** PLATFORM **PLAYSTATION**

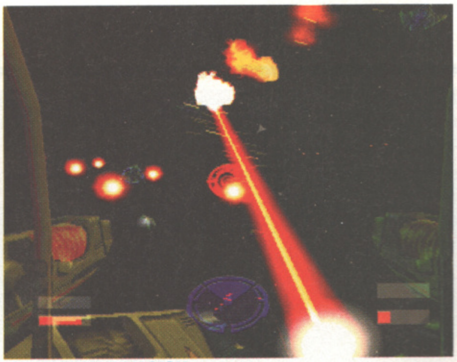
Lightweight RPG adventure based on the Eighties classic. The game is visually arresting, with motion captured model dragons. The game will play like *Zelda 64*, so you can forget turn-based fights. Interestingly, you can alter the course of the story by marrying your main characters off during the game



PARASITE EVE 2

OUT **AUTUMN** *PLATFORM* **PLAYSTATION**

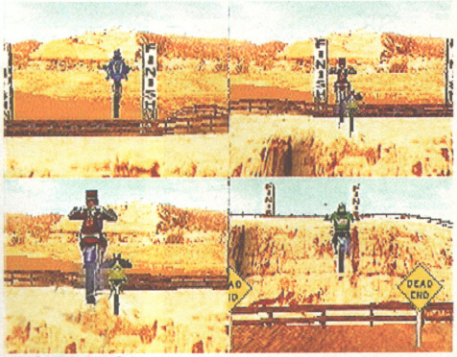
This sequel to the poor 'cinematic RPG' that never made it to our shores is more *Resi* than *Final Fantasy*. Play a female FBI agent with special Parasite Energy powers as you discover how the inhabitants of Los Angeles have been mutated. Offers action adventuring with a few RPG elements and streaming FMV backgrounds



STAR TREK INVASION

OUT **SUMMER** *PLATFORM* **PLAYSTATION**

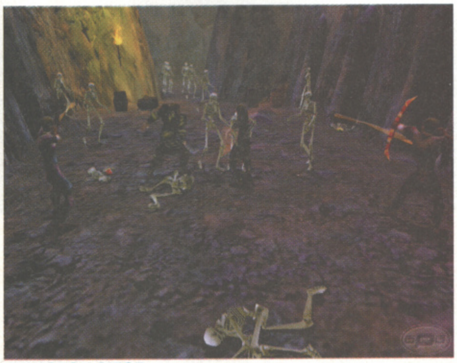
3D space shooter set in the Next Generation universe. You take the helm of a selection of experimental one-pilot Federation craft. The game plays like the *Colony Wars* series but with heavy Trek influences. Over 20 missions and advanced enemy AI could make this the game Trekkies have been waiting for



EXCITEBIKE 64

OUT **SUMMER** *PLATFORM* **N64**

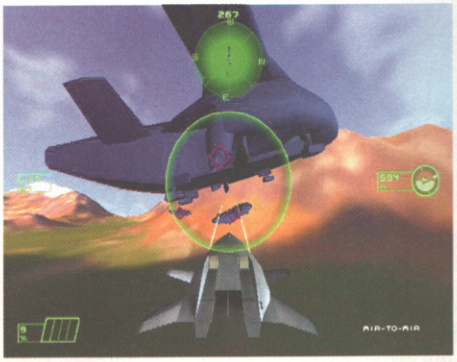
The eagerly awaited NES update is finally on its way. *Excitebike 64* will feature a track editor and multiplayer modes galore. Players will be able to pull off awesome tricks and stunts on the muddy courses. From what's been seen of it up and running, it's on course to be one of the finest looking N64 games ever made



DUNGEON SIEGE

OUT **2001** *PLATFORM* **PC**

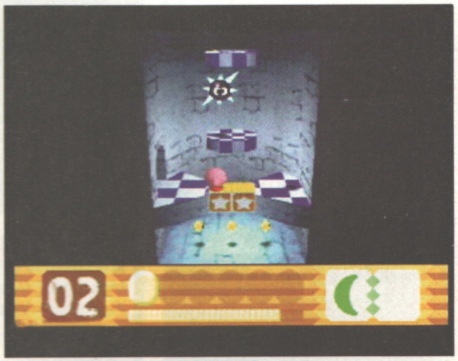
Potentially groundbreaking game that seemlessly blends RPG and RTS elements. Start off as a lone combatant and recruit battle buddies to save the world as you play. Up to ten characters can join your team. Battles are described as 'over-the-top' and the game promises to be in-depth, yet easy to understand



DROPSHIP

OUT **TBC** *PLATFORM* **PLAYSTATION 2**

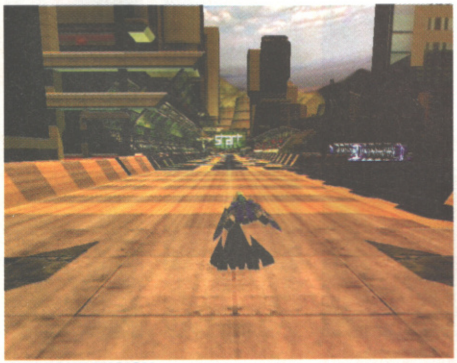
Air-to-air and air-to-ground combat action. Take part in military missions as a rookie Dropship pilot. Gameplay combines shoot 'em up action, real-time strategy and flight sim aspects, but the game is being designed for accessibility by all. Your actions during the course of the epic battles will determine the course of the story



KIRBY: THE CRYSTAL SHARDS

OUT **TBC** *PLATFORM* **N64**

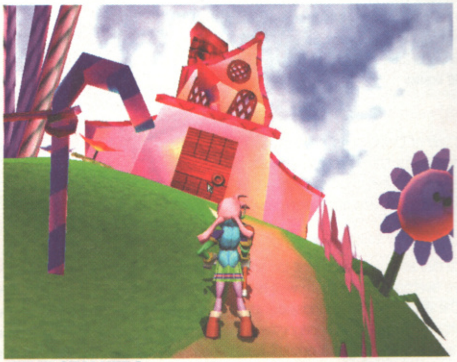
Originally a launch title for N64, *Kirby: The Crystal Shards* has suffered multiple delays and has been reworked for a final release. The game is a 2D side-scrolling platformer with 3D graphics. Kirby can suck up his enemies and then learn their skills before spitting them out again. Different combinations of skills will help you proceed



WIPEOUT FUSION

OUT **TBC** *PLATFORM* **PLAYSTATION 2**

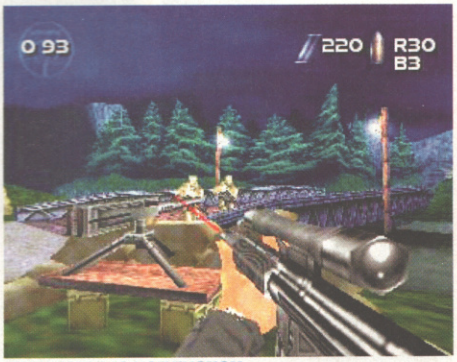
The game that kick-started the whole future-racer genre gets an overhaul for PlayStation 2. Features a new generation of anti-gravity craft which promise to offer players unparalleled levels of manoeuvrability and precision. Enhanced arenas and courses mean more variety in gameplay and the famous *WipeOut* weapons return



TIME STALKERS

OUT **SUMMER** *PLATFORM* **DREAMCAST**

Previously known as *Climax Landers*, this accessible RPG places you in the shoes of young Sword – a regular guy drawn into a fantasy world. This world is made up of different pieces and more of them become accessible as you try to figure out why Sword is there. Looks great and should be a blast to play



THE WORLD IS NOT ENOUGH

OUT **TBC** *PLATFORM* **N64**

We featured this game in last month's Access, but since then it's been announced for N64. This movie licence is set to follow the plot of the movie closely, but will be up against stiff competition from the mighty *Perfect Dark*. It's looking fantastic though, and will be expansion pack compatible

THEY ARE T

WHY TV DISPATCHES' VIOLENCE DOCUMENTARY WA

VIDEO NASTIES IN THE DOCK

Point-by-point responses to the main claims made by TV programme Dispatches or people featured in it.

■ **Video Nasties: Links between driving games like *Grand Theft Auto* and joyriding in cities like Swansea. *GTA* should be banned.**
Take 2, publishers of *GTA*: "We believe anyone could tell the difference between the world as it is depicted in this video game and the world as it exists in reality. However, in order to ensure that this is the case, we insisted that the game was released with an 18 certificate."

■ **Video Nasties: In the real world children will play games that rating systems say are meant for adult-only players.**
ELSPA: In the real world kids do that with videos, too. It's up to parents to take responsibility for what their kids do and play – Government intervention will lead to a 'nanny state'.

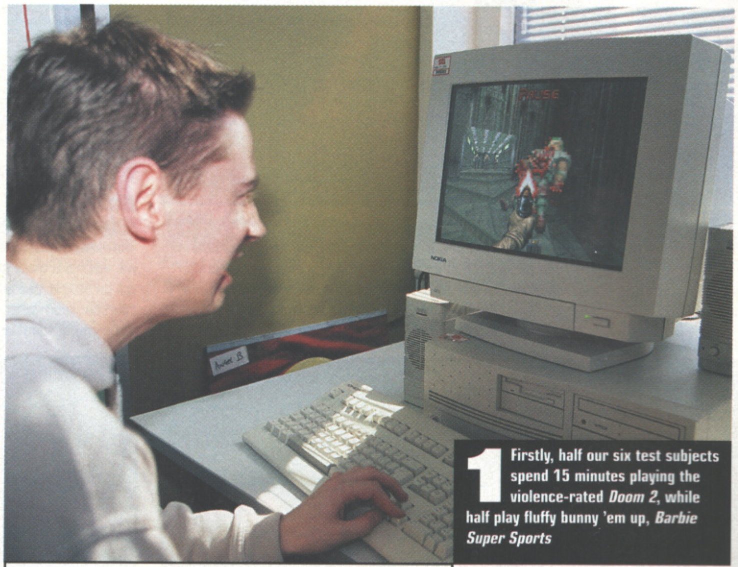
■ **Video Nasties: Games teach kids to become efficient killers. 14-year-old US killer Michael Carneal was thought to have never fired a handgun before his apparently accurate rampage.**
CVG: In a society with stuff-all gun control, they can't say for sure if he never fired a gun. Even if he didn't, it's daft to say firing a totally unreal virtual gun makes you a real-life marksman or that killing virtual people gives you a real-life killer reflex.

■ **Video Nasties: Commissioned East London University to conduct a psychological experiment that concluded kids who played violent games were more likely to see the world as a hostile place.**
UK Video Standards Council: "The 'evidence' of academics both in the UK and the USA was at best 'flimsy' and was in any event at variance with informed and objective academic opinion."
Dr Martin Barker, Reader in Media Studies at Sussex University: "The methodology behind such experiments is invariably flawed and the people carrying them out do not understand the way in which people view and experience the stimuli in question."

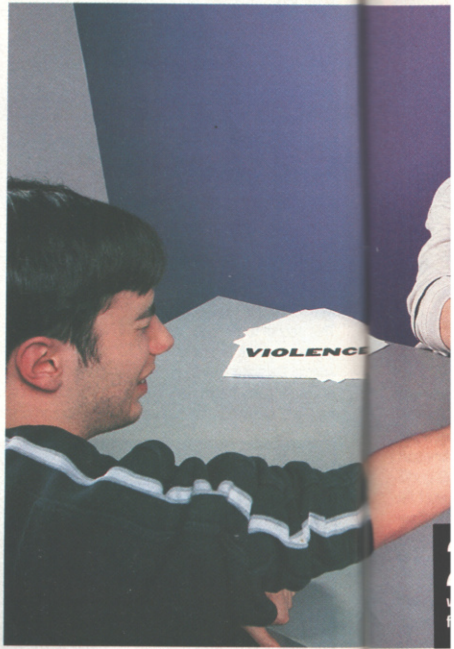
■ **Video Nasties: Kids with violent or criminal tendencies will be more likely to do so after playing violent or criminal games like *Carmaggedon*.**
Dr Guy Cumberbatch, a Chartered Psychologist specialising in the effects of the mass media: "Such claims are quite fatuous and offered without a shred of evidence."

PSYCHO ANALYSIS

TV show Dispatches used a psychological experiment to try to prove a link between violent games and real-life aggression. We're replicating it here. See if you think it proves anything – or if it's just a load of old tosh.



1 **Firstly, half our six test subjects spend 15 minutes playing the violence-rated *Doom 2*, while half play fluffy bunny 'em up, *Barbie Super Sports***



TOP TEN NON-VIOLENT VIDEO GAMES

■ Bust-a-Move ■ Tetris ■ Theme Park ■ Absolute Pinball ■ Myst ■ NASCAR ■ SimCity ■ The Incredible Machine ■ Front Page Sports: Golf ■ Earthworm Jim

TAKE A

TAKE A butcher's at the list above from a Christian volunteer group. Would you be happy if they were the best games in your collection? That's what you could be left with if calls to ban violent games, featured in Channel 4's recent Dispatches documentary linking violence in games and real life (mainly in relation to kids), actually were enforced. The TV show put the games industry in the dock using psychological tests as 'proof' and featured families of victims of American schoolkid slayers who played videogames. The show prompted complaints to telly watchdogs and heavy criticism that it was a biased, scaremongering circus show. So we put the documentary, called Video Nasties, to the test to see whether its claims and evidence held water.

PSYCHO ANALYSIS

We decided to re-enact one of Dispatches' psychological experiments to see if the results could be replicated. It supposedly proved test subjects were more likely to show aggressive behaviour after playing violent videogames. Check out our experiment above.

THE RESULTS

Our *Barbie* test subjects dished out punishment for an average 11 seconds, while *Doom*-ers averaged nine – both well below Dispatches' guinea pig (he did it for 32 seconds, but then what would anyone do when asked to punish a TV reporter who calls you a sadist while being filmed). So what does it prove? It's a small test group, but we could claim people who play *Barbie* are more likely to display aggressive behaviour. But just like Dispatches' test, that'd be a scientific nonsense. On a scale of zero (total fluffy bunny) to 33 seconds (Dispatches' 'proof' of aggressive behaviour), the overall CVG average was 10 seconds. Putting the team in the slightly fluffy category. Bang goes our hardnuts image…

SPOT THE PSYCHO

Which of these CVG test subjects displayed aggressive behaviour i our exper

MENTAL MATT?

DEMENTED DAN?

LICKY-WINDOW LEE?

LUNATIC LES?

NICO

ANSWER None of them (though Dan's score was a tad worrying)

GODLY MATT

Game tested on:
Barbie
Psycho score:
9 Seconds

FAIRLY FLUFFY DAN

Game tested on:
Barbie
Psycho score:
21 seconds

ANGELIC LEE

Game tested on:
Barbie
Psycho score:
3 seconds

NICE GUY LES

Game tested on:
Doom 2
Psycho score:
12 seconds

SW

Game
Doom
Psych
4 sec

2 They then give a victim a word test, punishing incorrect answers by dunking the victim's hand in a bucket of iced water for as long as they want

3 We time how long they torture the victim, the theory being those who've played *Doom 2* will be more aggressive and punish for longer

TAKING THE MICK

RY WAS A LOAD OF POO-POO

WORDS**PETER WALKER** PICS**KENNY P**

our experiment?

NICOLA NUTBAR?

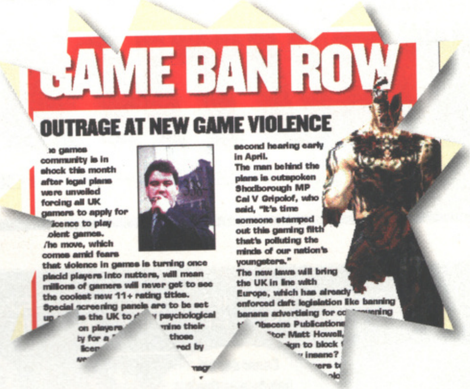
DAHMER DEAN?

SWEET NICOLA

Game tested on:
Doom 2
Psycho score:
4 seconds

PUPPY LOVER DEAN

Game tested on:
Doom 2
Psycho score:
11 seconds



GAME BAN ROW

OUTRAGE AT NEW GAME VIOLENCE

e games community is in shock this month after legal plans were unveiled forcing all UK gamers to apply for licence to play olent games.
he move, which comes amid fears that violence in games is turning once placid players into nutters, will mean millions of gamers will never get to see the coolest new 11+ rating titles.
Special screening panels are to be set up
e the UK to
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second hearing early in April.
The man behind the plans is outspoken Shodborough MP Cal V Gripolof, who said, "It's time someone stamped out this gaming filth that's polluting the minds of our nation's youngsters."
The new laws will bring the UK in line with Europe, which has already enforced daft legislation like banning banana advertising for co
Obscene Publications
tor Matt Howell,
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THIS AIN'T A JOKE

Scores of you fell for our Issue 221 April Fool about plans for a licence for violent games. We meant it as a topical joke – but with real people calling for real bans on games in the UK, our spoof story was closer to the knuckle than we realised. Rest assured, everything reported in this issue is totally true.

For those of you that missed it, our article featured numerous clues, including the 'MP' standing in front of our office sign, and his name, Cal V Gripolof, being an anagram for CVG April Fool. We got loads of emails from extremely angry readers wanting to back our spoof campaign. All we can say is: Gotcha!

CVG RECKONS

Channel 4 stood by its research and told CVG the programme formed part of an ongoing debate on the issues of game violence and the effects on children, and indeed gave critics a chance to respond on TV in Right To Reply. But notably it didn't respond to critics' claims of scaremongering (Video Nasties ended with a quote that implies we shouldn't be surprised if an English school suffers one of these terrible mass killings.) CVG is all behind an open debate that looks fairly at all the issues, but Video Nasties was hardly that. It ignored UK games body ELSPA's offers of help and, as one respected industry source said, "poo-pooed" other psychological evidence that contradicted points made in the show. It also presented as evidence interviews with families of murder victims desperate to find something, anything, to blame for mindless tragedies. If Channel 4 wants to promote a rational debate, it's gone the wrong way about it.

PLANET CVG

■ **ALL FORMATS We're proud to announce an awesome new team of games experts dedicated to finding you the world's best hints, tips and cheats. They're called The Masters and will be keeping it real in CVG, but you can also go direct to them for help. See our staff column to find out how to contact them.**

■ PLAYSTATION 2 LucasArts has cheered up gamers worldwide by finally announcing that it will be working on PlayStation 2 titles – with the obvious choices being Star Wars and Indiana Jones games. Episode 2 on PlayStation 2 anyone?

■ **PLAYSTATION 2 Surprise, surprise, Sony's recall of the memory cards and drivers discs that allow you to play US DVDs on a Japanese PS2 is not going well. Apparently the percentage of people returning the software is very low.**

■ TOMB RAIDER We gave you the rumour last month, and now it has been confirmed. Angeline Jolie, who starred in the Bone Collector, has been confirmed as playing Lara Croft in the upcoming movie.

■ **PC AND DC Capcom has announced an online PC RPG allowing players from all over the world to talk to each other as they're playing thanks to some really clever translation. Coincidentally, Sega's RPG *Fantasy Star Online* will do the same on DC.**

■ DREAMCAST Sega has revealed its MP3 player for the DC that'll let you download digital quality music from the internet and store it, to play whenever you want. No release dates for the UK yet but we're keeping our fingers crossed.

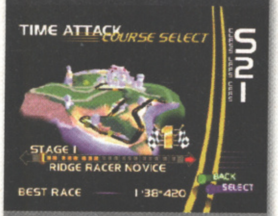
■ **DREAMCAST Sega's US plan to give away free Dreamcasts, or pay for people to buy them, is not going to cross the Atlantic to Europe – unfortunately. So, if you want one, you're going to have to pay for it yourself.**

■ N64 The *Pokémon* phenomena continues with news that Nintendo will be releasing an N64 *Tetris* clone featuring Pikachu and all his freakboy friends, called *Pokémon Attack*. And there's another movie on the way, as well.

■ **PLAYSTATION 2 If you're going to tap anyone to lend you a fiver, make it Namco Japan. *Ridge Racer 5* has shifted 600,000 copies so far and *Tekken Tag* has managed 400,000 in a week. All other PlayStation 2 game sales don't get anywhere near these two.**

■ DREAMCAST Eidos has leaked news of a few new titles coming to Dreamcast, including the awesome looking *Commandos 2*. It will be joined by movie licence *102 Dalmations* and *Soul Reaver 2*.

ARE YOU THE MAN?

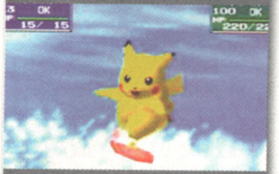

TIME ATTACK
COURSE SELECT
STAGE I
RIDGE RACER NOVICE
BEST RACE
1'38"420
BACK
SELECT

The Masters

RIDGE RACER 64 (N64)

So you're a powerslide master on the N64's best racer. But can you crack The Masters' time of 1 min and 38 seconds on the Novice mode Stage 1 track?

TIP **You really will need to be a powerslide master**



RIDDLE ME THIS...

Ahh, cute... Pikachu is probably the most famous games character in the universe, and many of you'll instantly know which game this picture is from. But do you know how to make Pika do this impersonation of a Baywatch character?

TIP **You'll need to be a champion trainer to achieve this**

Answer: Unlock Hard Mode by beating all Tournaments. Enter Prime Cup Master Ball tournament. Use a team with a Pikachu from the Game Boy adventure. Don't register team. Always use Pika in each of the eight battles, don't use any continues. Win and surfing Pikachu is yours!

WHAT WE PAID

GAME	VERSION	PIRATE PRICE	SHOP PRICE
Syphon Filter 2	PS NTSC	£8	£40-£45
Jackie Chan Stuntmaster	PS NTSC	£5	£45-£49.99
Resident Evil Survivor	PS PAL	£5	££28-£29.99
WWF Smackdown	PS NTSC	£5	£45-£45.79
Theme Park World	PS PAL	£5	£24-£29.99
Sim Theme Park	PS NTSC	£5	£40-£50
ISS Evolution	PS PAL	£5	£38-£34.99
FIFA 2000	PS NTSC	£5	£12-£35

WE BOUGHT EIGHT TOP TITLES WORTH UP TO £297.75 FOR £43.00

WAS £297.75
NOW £43

THE TRUTH ABOUT P

WHY CVG BAGGED £300 OF GAMES FOR THE PRICE OF ONE – AND BURNED THE LC

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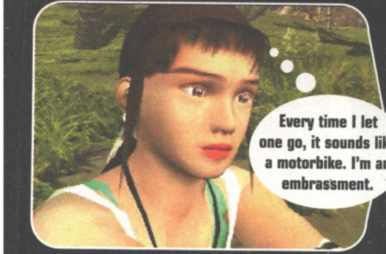
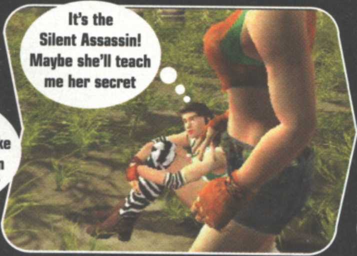
TEKKEN TAG

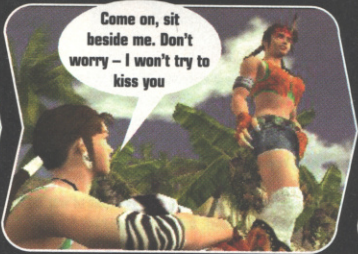
YOU CAN'T HEAR WHAT JULIA AND MICHELLE ARE SAYING DURING THIS IN-GAME MOVIE, BUT HERE'S CVG'S VERSION OF THE DIALOGUE...


Every time I let one go, it sounds like a motorbike. I'm an embrassment.

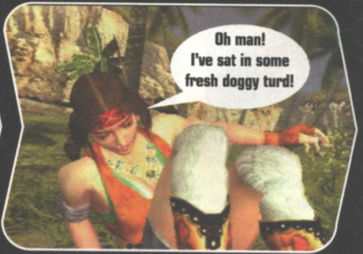
Michelle had lost all her friends and family thanks to her inability to disguise her fart noises


It's the Silent Assassin! Maybe she'll teach me her secret

Julia appears. Her anal discipline earned her the nickname Silent Assassin


Come on, sit beside me. Don't worry – I won't try to kiss you

The two women share an appalling dress sense, and instantly bond


Oh man! I've sat in some fresh doggy turd!

Julia accepts the invitation and skilfully aims her ass at the floor

At that
behavio

YOU'RE DOWN

YOU'RE DOWN a Sunday market, or maybe at home with one of your mates. Someone offers you a copy of *Syphon Filter 2* for £10. It's illegal but the temptation is enormous. You need a damned good reason not to buy it. We've got eight for you. Check 'em out on the right.

Most gamers have heard rumours or read stories about problems with pirated games. You probably wondered if they were true. So did we. We decided to check them out and dispatched a team to do some dodgy deals at one of London's most notorious pirate haunts – a market in London's East End, which we're keeping anonymous for obvious reasons. What we found was a games company's nightmare – and a strong case for giving pirate games a miss. Check out our shopping haul in the pictures.

PIRACY IS RIFE

Electronic Arts' corporate vice president for Europe, David Gardner, told CVG that the commercial implications are that investment in new games will decrease and eventually there'll simply be less to pirate. According to HMV's top games buyer Doug Bone, "Piracy is unfortunately rife in all forms of entertainment media, and with software development costs being so high, the possible long-term effects are potentially even more disastrous."

DISASTROUS?

Sound too harsh? Get your head round this: European games body ELSPA reckons pirates cost games companies £3 BILLION a year in lost earnings. To put that into context, the leisure software market is only worth £1 billion a year. According to ELSPA's figures, for every legitimate copy of a game, there are ten dodgy ones. Not everyone who buys a pirate game would have bought a legit one, but it's thought that three out of the ten would.

STILL DOUBTING?

Don't believe the figures? In the space of under four minutes, we saw one pirate pocket £40 for pirate games at a fiver a shot. They were selling like proverbial hot cakes, unlike the legit stalls. Then imagine something similar is going on up and down the country, in markets, car boots and schools. Perhaps not at the same pace as the market we saw, but it soon adds up. ELSPA investigator Sue Jackson, who inspected our haul, concluded, "That's a typical selection of what you would be able to buy in a Sunday market, with games readily available for £5 each. That's the going rate for a counterfeit game. It's very tempting. It's the cheapest way to build up your collection, but don't be tempted."

It's enough to make a grown pirate blub, but here's what we did to the dodgy gear we picked up. Burn, baby, burn!

PIRACY

THE LOT

WORDS**PETER WALKER** PICS**KENNY P**

8 REASONS NOT TO BUY PIRATED GAMES

1 Limited choice – surprisingly, given the wide availability of PC CD writers, all the pirates we saw were only selling a limited selection of PlayStation titles

2 No manuals – all we got was dodgily photocopied CD sleeves and unmarked discs. A case of learn as you go

3 No warranties – when you get home, if you find it's scratched, doesn't work or isn't the correct game, you've got zero comeback. In our case, only *Jackie Chan* featured some slowdown, because it had been copied on to a cheap disc. A few of the other titles had also been hacked at the Sony licensing screen. It didn't affect gameplay, but proved the pirates knew their stuff

4 Wrong version – some pirate software doesn't even indicate if it's UK, US or Japanese software, which may or may not work on your sytsem. None of the pirates we talked to volunteered that info and it wasn't always clear on the CD cases

5 Unfinished software – even if you have a chipped machine, it's not uncommon for pirated software to be early, pre-release or incomplete versions of a game. The pirates we saw either didn't have the facilities or refused to let buyers check the software before sale

6 Supporting organised crime – thought we were joking in our story last autumn about links between games pirates and porn, drugs and terrorism? The pirates we saw all slyly hid their goods – one even used a radio and runner to get the games to the stall once you'd got your money out. Another was selling hardcore porn movies and games for PlayStation

7 It's illegal – get caught copying and selling them on and you face up to ten years in chokey. Due to a legal loophole, it's not illegal to buy them at the moment, but moves are already underway to tighten up the law. We only bought pirated games as part of our investigation conducted with ELSPA's help – we destroyed the software after games body ELSPA had inspected them

8 Hurts games – every pound in a pirate's pocket is a pound less for the guys that make, publish or sell the games. If they don't make enough money, they'll eventually go out of business. Okay, so the economics of it are a lot more complicated than that, but what gamer in their right mind wants that?

CVG RECKONS

It may sound naughty and exciting in an underhand sort of way, but scoring dodgy games is actually a very mundane experience. Even more so if you're buying off a mate – it might not even feel dodgy at all. But we bet at least half of the above reasons not to buy pirated games still apply to scoring off your friends. All we can do is give you the skinny. The choice about whether to buy 'em – and the risks – are yours.

PLANET CVG

■ **PLAYSTATION Gothic RPG *Koudelka* is being released in the UK, thanks to Infogrames. The Japanese RPG has been created by ex-Square coders and is renowned for amazing graphics as well as a stunner of a female character.**

■ DREAMCAST *Quake 3 Arena* has finally been officially confirmed for the DC, and best news of all is that you'll be able to deathmatch online. Sega is aiming to make it possible for DC players to go up against PC gamers online, too.

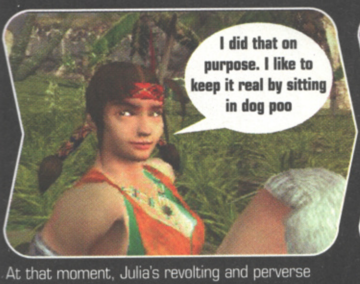
■ **DREAMCAST Top SAS-style sim *Rainbow Six* has been confirmed for the Dreamcast, and will include the levels from the PC add-on disc, as well. The developer is currently working to improve on the PC game version, hopefully making sure this doesn't suck as much as the N64 version.**

■ GAME BOY COLOR A near perfect version of Amiga classic *Cannon Fodder* is nearing completion from Codemasters. We've played an early version and the classy Amiga gameplay is all there, along with amazing (for Game Boy) sound effects. It goes on sale in July.

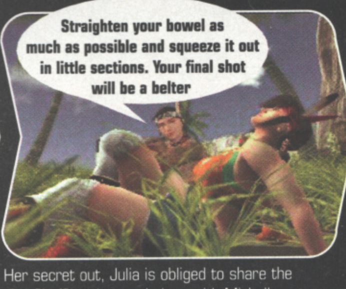
■ **DREAMCAST With all this news of new games on DC, bad news has reached us that Konami has switched off the life support for the DC version of *Castlevania* and it will not be released. RIP.**

■ DOLPHIN Arcade stunner *Stunt Driver* has been confirmed as being under development for the Dolphin. The game will feature online support and joins Climax's other game, *Title Defense*, as early announcements for the Dolphin.

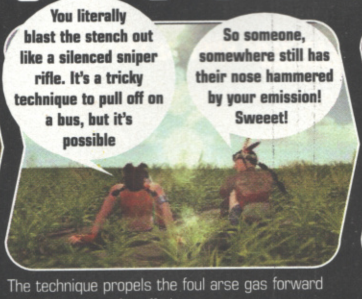
■ **DOLPHIN You think *Perfect Dark* is good? Just wait until you get a load of *Perfect Dark* on the Dolphin. Oh yes. While Rare take the 'We can neither confirm nor deny this story' stance, we've heard it from an insider.**


I did that on purpose. I like to keep it real by sitting in dog poo

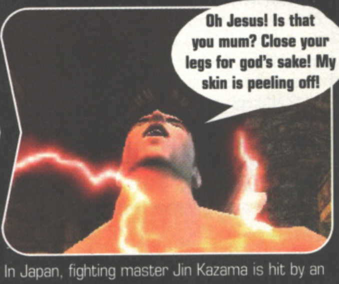
At that moment, Julia's revolting and perverse behaviour reveals itself


Straighten your bowel as much as possible and squeeze it out in little sections. Your final shot will be a belter

Her secret out, Julia is obliged to share the 'Qui-Chuff' ancient technique with Michelle


You literally blast the stench out like a silenced sniper rifle. It's a tricky technique to pull off on a bus, but it's possible
So someone, somewhere still has their nose hammered by your emission! Sweeet!

The technique propels the foul arse gas forward at 900mph to a far-off place


Oh Jesus! Is that you mum? Close your legs for god's sake! My skin is peeling off!

In Japan, fighting master Jin Kazama is hit by an unexpected stink storm

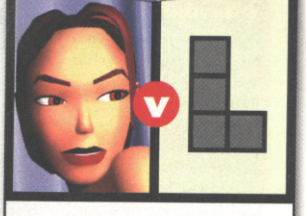
SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug-ugly mug and you could win a beautiful Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan Competition. Just don't stare too closely at Dan's face or you'll go blind. Winners will be announced from next issue onwards.

In Issue 222, Dan was on page 24

VIDEOGAME DEATHMATCH



THE CONTENDERS

Lara v L-shaped Tetris Block

Name	Lara Croft	L-Shaped Block
Age	Undisclosed	12 years old
Height	About 5'10"	Three squares high
Chest	Large, bouncy	One square wide
Agility	Poor	Great
Attacks	Twin pistols	None
Intelligence	Supposedly high	Mathematical genius
Form	Dies a lot	Pacifist
Odds	Evens favourite	10-1 outsider

THE FIGHT

Lara has trouble entering the ring because she's not exactly lined up. The block dodges around her. Lara runs into the ropes and starts leaping around, guns blazing. The more manoeuvrable block dodges and spins away easily. The block attempts to fill a cavity in Lara's body, hoping it will make her disappear, but is thwarted by a fastened zip. He reasons that since he can't attack, he might as well concede, and does so with an impeccable sense of logic.

THE WINNER

Lara Croft

USING ONLINE GAMES

WILL YOU SAVE CASH? IS IT EASY TO DO? OUR GUIDE EXPLAINS ALL

CVG'S EIGHT-STEP GUIDE TO BAGGING SOME SWAG

1 It seems a bit daunting at first, but it's easy to log on to a site and get registered

2 Quite fancy *Mario Allstars* on the SNES and *Warioland* for Virtual Boy. The search finds them

5 *Allstars* arrives four days later. *Warioland* comes from Texas, USA and takes ten days. Time for some old school *Mario* action

6 Now to make some dough flogging *F1 2000*. People will buy anything, but would they honestly pay for an empty PS2 box?

HOW THEY WORK...

REGISTER AS A USER

First up you have to register yourself as a user. This allows you to make bids and sell your stuff. Most sites have a link of the main page and you fill out a form and choose a username. Then you're game on.

SEARCH OR BROWSE THE LISTINGS

Next, use the site's search tool to pick out a specific product that interests you. Clicking on the listing brings up more info, including how much the bidding is currently at and when the auction expires.

MAKE A BID

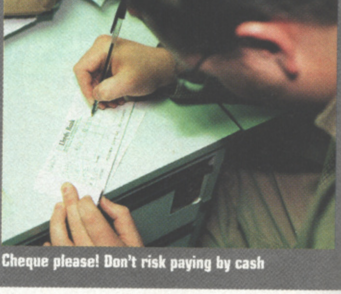
You can make a bid from the item screen, and you'll be notified by email if someone outbids you. If no one does before the auction closes, the item is yours. The seller gets in touch, you send them the money, and they send you the game, or whatever. It's that easy.

SELL STUFF YOU DON'T NEED

Selling stuff is the same in reverse. You advertise an item, provide a description, and set the duration of the auction. Again you're notified by email when people make a bid on your stuff. At the end of the auction the winner sends you the dosh, and you send them the item.

SAFE AND SOUND

Worried about sending your money to a stranger? Most sites keep a record of sellers and you can read feedback from people they've sold to before. Reliability really shows up here. Sending cash is risky, so you're best off with cheques. Some sellers will even accept a credit card payment, and that way you're guaranteed by your credit card company. If you have a credit card. Otherwise, "Muuuum.....?!?!"



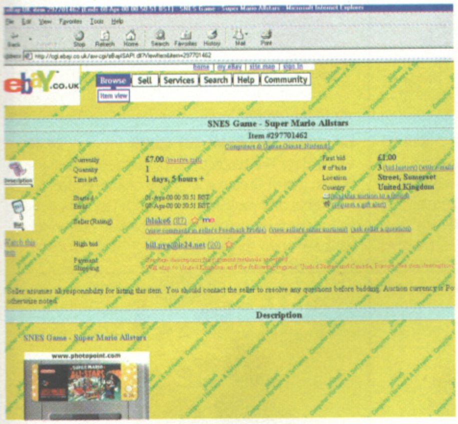
Cheque please! Don't risk paying by cash

AUCTIONS

WORDS**DEAN SCOTT** PICS**KENNY P**

GOT A

GOT A web connection? Get ready to save dosh buying games stuff… Online auction houses are really taking off and any clued-up gamer needs to be checking it out to grab some serious bargains. Everyday, shed-loads of consoles, games and peripherals are being sold to the highest online bidder at prices much lower than your local games shop.


File Edit View Favorites Tools Help
Back Stop Refresh Home Search Favorites History Mail Print
home | my eBay | site map | sign in
Browse Sell Services Search Help Community
Item view

http://cgi.ebay.co.uk/aw-cgi/eBayISAPI.dll?ViewItem&item=297701462

SNES Game - Super Mario Allstars

Item #297701462

Computers & Games:Games: Nintendo

Currently £7.00 (reserve met)
Quantity 1
Time left 1 days, 5 hours +
Started 01-Apr-00 00:50:51 BST
Ends 08-Apr-00 00:50:51 BST
Seller (Rating) jblake6 (87)
High bid bill.pye@ic24.net (20)
Payment
Shipping

First bid £1.00
# of bids 3
Location Street, Somerset
Country United Kingdom

Seller assumes all responsibility for listing this item. You should contact the seller to resolve any questions before bidding. Auction currency is Po
otherwise noted.

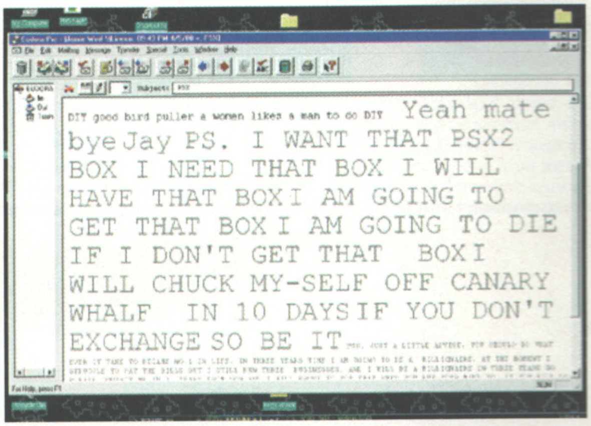
Description

SNES Game - Super Mario Allstars

3 This screen tells me about the lot. I make a bid from here and it tells me when the auction finishes

4 Success! The emails have come in to tell me I've won. Time to dispatch the cash and wait for the goods

7 The auction closes. *F1 2000* fetched £20 (a games shop offered me £12) and the PS2 box made me £15

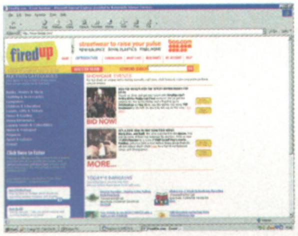


Subject: PSX

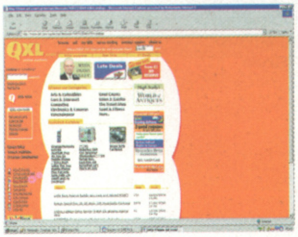
DIY good bird puller a women likes a man to do DIY Yeah mate byeJay PS. I WANT THAT PSX2 BOX I NEED THAT BOX I WILL HAVE THAT BOX I AM GOING TO GET THAT BOX I AM GOING TO DIE IF I DON'T GET THAT BOX I WILL CHUCK MY-SELF OFF CANARY WHALF IN 10 DAYS IF YOU DON'T EXCHANGE SO BE IT

8 One happy punter threatened to throw himself off Canary Wharf if I didn't flog him the PS2 box. Here's his email

RETRO ZONE
TRADE IT!



eBid
FREE CATALOGUES
£2



TRY THESE SITES

Not a comprehensive list, but just a few we checked out and were impressed with:

www.ebay.co.uk – has a dedicated games section
www.qxl.co.uk – lots of games listings here
www.ebid.co.uk – some games stuff. Not much
www.firedup.com - consoles, clothes, books

CVG RECKONS

You should check it out. The chances are you'll find stuff you didn't even realise you needed. It can be loads cheaper than the shops, and the competitive aspect of bidding will suck you in. Just don't bid against us for the cool stuff.

computer and video
Games

Angel House,
338-346 Goswell Road
London EC1V 7QP

EDITOR:
Matthew Howell 0207 477 7372
ONLINE EDITOR:
Paul Davies 0207 972 6736
DEPUTY EDITOR:
Peter Walker 0207 972 6781
GAMES EDITOR:
Les Ellis 0207 972 6733
ONLINE NEWS EDITOR:
Pat Garratt 0207 972 6717
SENIOR WRITER:
Dean Scott 0207 972 6737
STAFF WRITER:
Lee Skittrell 0207 972 6739

ART EDITOR:
Nicola Chubb 0207 972 6795
DESIGNER:
Dan Payne 0207 972 6716

CONTRIBUTORS:
Maura Sutton (words)
Julie Fuller (sub)
Kenny P (pictures)
Michael Bowden (illustration)

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DOLBY SURROUND
to make the Joanna experience even more perfect

emap active

PLANET CVG

■ DREAMCAST After years of 'evaluating the system', EA has finally leaked news that it will be releasing a game for Sega's machine. *Nitro 2000*, based on its WCW licence, is in development and should make its way here sometime later this year. Quick soz to EA - last month's review of EA's *F1 2000* was of the PS version (said so in the text but not the Fact box). Oops.

■ DREAMCAST The DC version of *Power Stone 2* will include a DC exclusive Adventure mode where, as well as in-your-face frantic fighting, a story is developed.

■ DREAMCAST An inside source at Namco has revealed that *Soul Calibur 2* for the DC is definitely going to happen.

■ N64 Soon to be released in the US is a woman's football game. It's not a new *ISS* or *FIFA*, sadly, and there's no news yet as to whether the players will change shirts at the end. More news on this soon.

■ PLAYSTATION 2 Although no firm titles were announced, Namco has told CVG that it will be releasing 12 games for the PlayStation 2 in the next year. Three of these will be US-sourced titles.

LEE'S LAB TESTS

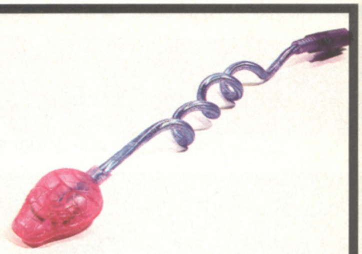
GAMING ADD-ONS UNDER THE MICROSCOPE

Whether you've been enjoying the button-bashing delights of the new *Track & Field* games, or been throwing your controller at the TV in fits of gaming frustration, you're probably in need of some new peripherage. This month's batch includes pads, a steering wheel, and bendy illuminated snakes. Yes!

KB2

FOR: PLAYSTATION **£14.99**

This funky see-thru pad has strong dual-shock vibration and an extra-long cable. Slow-motion and auto-fire come as standard. Does nothing extraordinary, but it's a solid-feeling pad with perfectly positioned buttons. ★★★★



FLEXILIGHT

FOR: GAME BOY/ GAME BOY COLOR **£4.99**

Game Boys are tough to play in dimly-lit areas. But no more! Grab one of these snake-headed Flexilights and you can play through the night – just make sure you've got fully charged batteries, as it can chew through them. ★★★★★

TURBO RACE WHEEL

FOR: PLAYSTATION **£49.99**

This steering wheel means business. Comes with pedals, handbrake and gear shift, and features some angry Force Feedback. The wheel-mounted buttons are all accessible while playing. Pricey, but if you're a race maniac you'll love this. ★★★★

PREMIER PAD

FOR: PC **£9.99**

Psst! Don't tell the lawyers, but it's a PlayStation pad for your PC. The main buttons are in the same formation as an original PS controller, with a few extra functions in the middle section. It's okay, but the D-Pad feels a bit soggy. ★★★

INFRA RED CYBER SHOCK

FOR: PLAYSTATION **£24.99**

Stick in some AAA batteries for cordless controller fun. Has a range of about three metres and vibrates well, but the button layout is a bit imprecise. Useful if your dog keeps getting tangled up in your controller leads. ★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 How many people can play the weird PlayStation game, *Bishi Bashi Special*?
A 2
B 4
C 8

2 Which game did we deservedly burn this month?
A ***Wacky Racers***
B ***Barbie Super Sports***
C ***Donkey Kong***

3 Ecco is the name of what?
A A medium-length sound wave
B A nuclear-powered fart enhancement machine
C A dolphin

4 In which game do you shoot pigs in the head?
A ***Hogageddon 2***
B ***Cop Killer: Hog's Revenge***
C ***Hogs Of War***

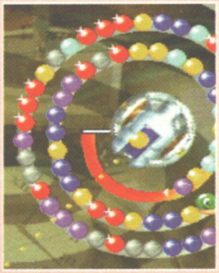
5 Which member of CVG is literally pulling his hair out this month?
A Matt
B Les
C Pete

6 How many CVG stars was *N-Gen Racing* awarded?
A 12 divided by 4
B 12 divided by 2, less 2
C 3 + 7 - 5

7 Who won the fight between Lara Croft and the Tetris Block?
A Lara Croft
B The Tetris Block
C Neither of the above

8 How much was bid for CVG's PlayStation 2 cardboard box?
A Less than £5
B £5
C More than £5

9 Which game is this screenshot from?
A ***Supermagnetic Neo***
B ***MDK2***
C ***Ballistic***



10 The Dreamcast game, *Wacky Racers* is based on...?
A A cartoon series
B The film, Days Of Thunder
C Einstein's Theory of Relativity

LAST MONTH'S ANSWERS

1) B Annie Rankton
2) A *Ridge Racer*
3) B Matt's
4) A 89.97 (divided by) 3 + 10
5) C *Ridge Racer 64*
6) A *Syphon Filter 2*
7) C Lee
8) A *Evolva*
9) C Calais
10) *Micro Maniacs*

The winner of Issue 221's quiz and £100 to blow on whatever he wants is....
Jamie O'Brien, Preston

IT'S EASY TO ENTER

Post to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 14th June 2000. So hurry up.

1 ....
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PICK
THE
BEST
LINE
UP
AND
WIN
TICKETS
FOR
COPA
AMERICA

SEGA

With Dreamarena Fantasy Football 2000 you could manage Europe's greatest side. To enter, register on Dreamarena between May 15 and June 10 and pick a team from any of the 352 players competing this summer. If you've got a winning line-up, you and a friend could be off to Colombia for the Copa America next summer.

Dreamcast

Dreamarena Fantasy Football 2000

SEGA & DREAMCAST ARE EITHER TRADEMARKS OR REGISTERED TRADEMARKS OF SEGA ENTERPRISES, LTD.

RETURN OF THE

DECK HEADS TRY TO REMAIN CALM. CVG'S GOT THE EXCLUSIVE

TONY HAWK'S PRO SKATER 2

*OUT***AUGUST** *PLATFORM***PLAYSTATION**

Six months ago, what did you know about skateboarding? Most of you knew this: the one and only time you tried it, you came flying off the back and battered your head off the pavement. 'Sod that!' you thought to yourself, and climbed back on your BMX. Now, of course, things are very different. You're a joypad skate master. You shred even the most vertical half-pipes in a frenzy of 720 rocket airs and kickflip mctwists. There's not a rail or wall in your virtual skateworld that you haven't ground along for phat combos. *Tony Hawk's Skateboarding* (called *Tony Hawk's Pro Skater* in the US) has made you a hero on the deck.

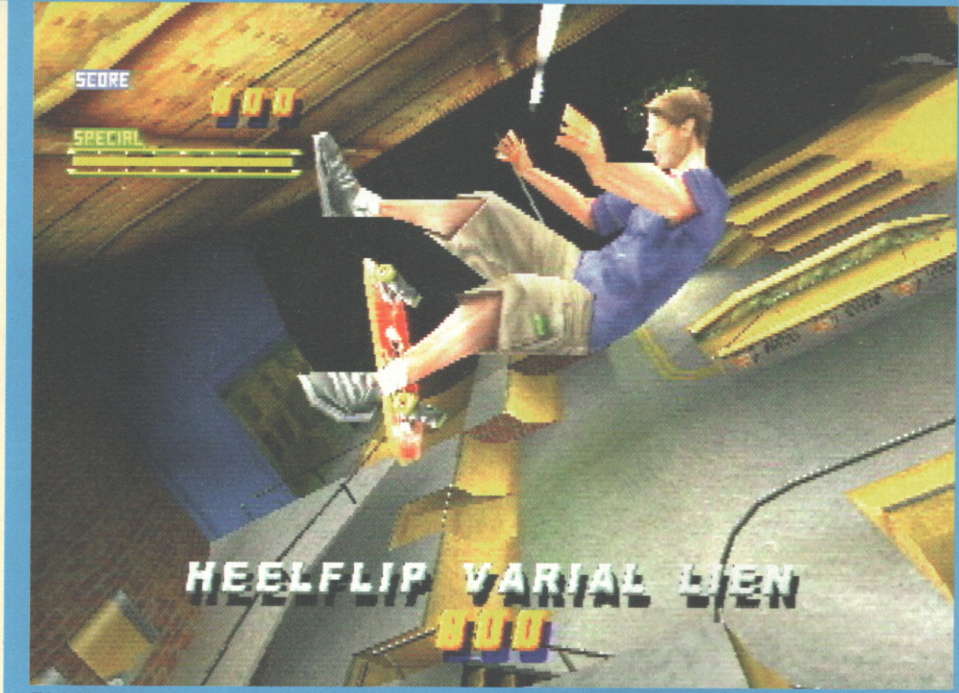
But by now you'll have grabbed every last tape the game is hiding, and you'll have Officer Dick busting benihanas all over the shop. You're regularly posting six-figure high scores during your two-minute warehouse shred. It's time for a new challenge, and as with all great PlayStation games, a bigger and better sequel is on the way. And CVG can tell you all about it 'cos we're the first UK multi-format mag to play it.

NEW MOVES ARE GO!

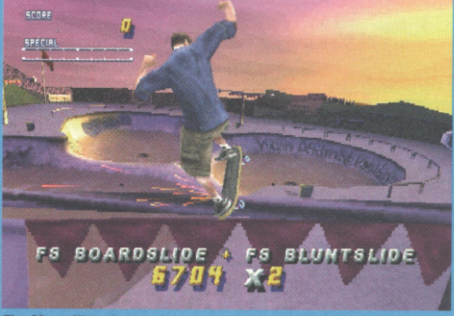
Perhaps the most expected addition to the game is a whole locker of new moves for you to pull off: airwalks, mutes, melons, roast beefs, stiffys and a lot more. Accessing them in-game is as easy as the first game, each being allocated a button and a d-pad direction. You can also hit R2 at any time to change to a switch stance, and double-tapping trick buttons lets you pull off even more outrageous stuff. Hardcore skate dudes will be pleased to hear you can now do manual rolls. For the rest of us, that means you can effectively wheelie your board – useful in stringing a big scoring combo together. One skate fan told us this takes the game to the next level of realism. Good *Hawk's* players will be able to start tricking straightaway, but the tricks are slightly different so you'll have to re-learn the timing.

GRAPHICS GET A LITTLE TWEAK

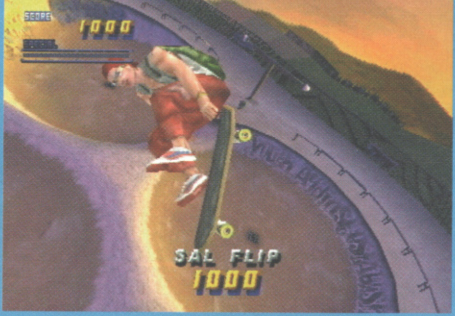
Graphically, the game doesn't make a great leap, but the differences are noticeable. Gone are the dull shades of the first game's courses, replaced with lashings of vibrant colour. The Marseilles sky is brightened by the sunset, and colourful graffiti



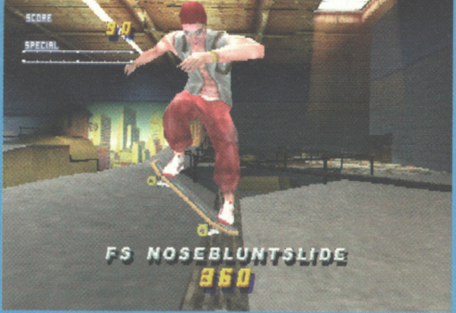
This is how Mr Hawk looks in the new game. As you can see from the considerable air he's getting here, he's every bit as skilful in this game



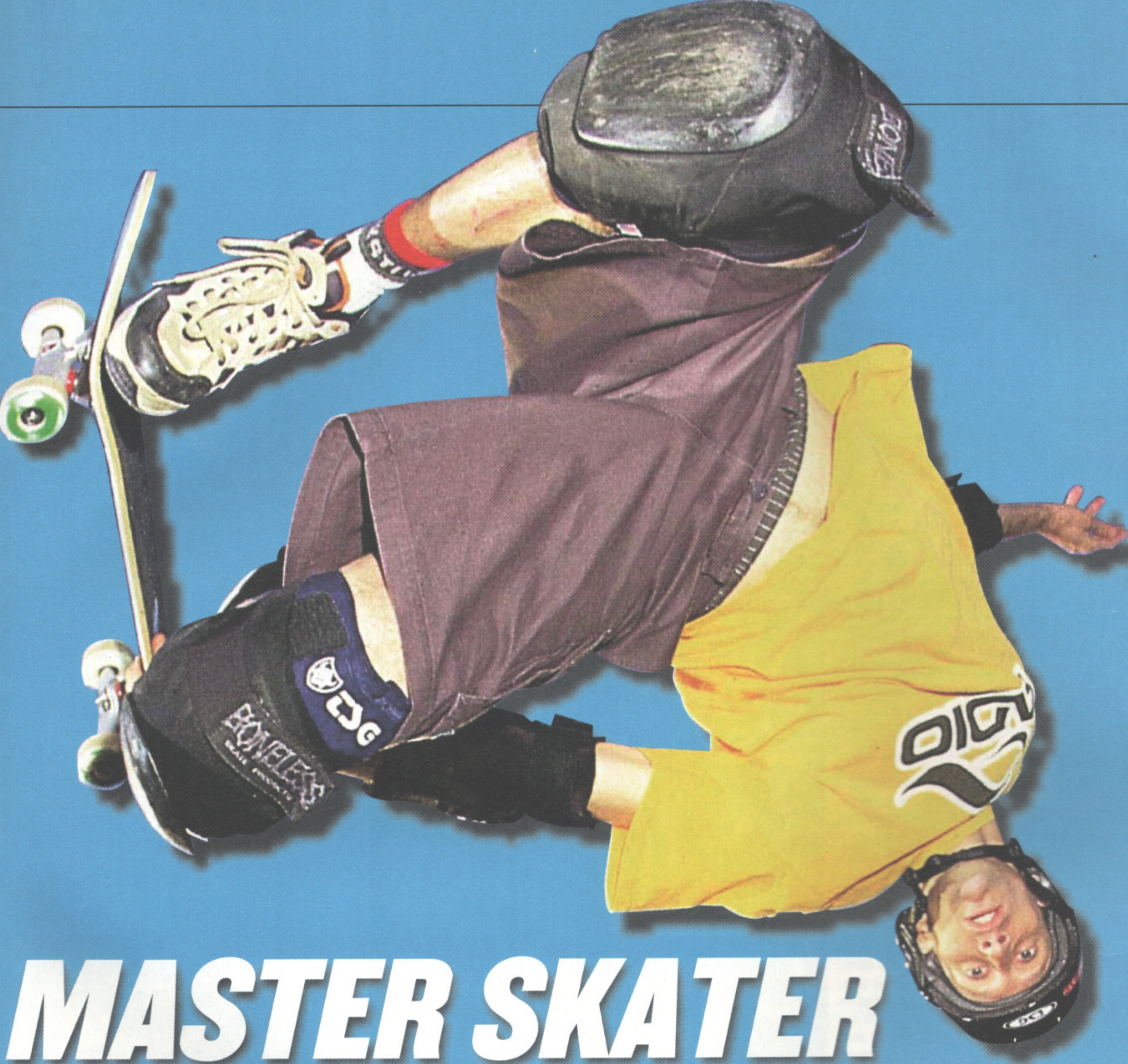
The Marseilles skatepark is one of the most famous in the world



Ever fantasised about playing with three bowls instead of two?



Skateboard or no skateboard, waistcoats are still a fashion error

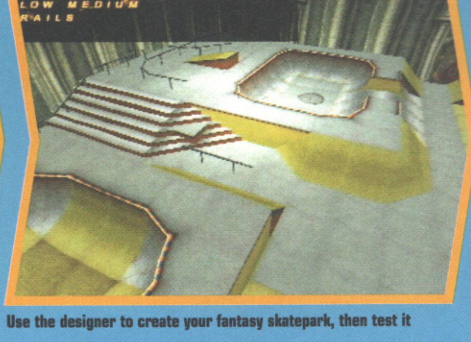


MASTER SKATER

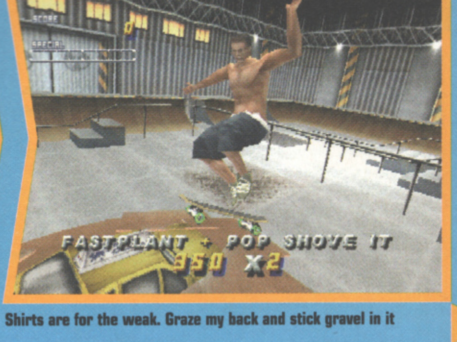
FIRST PLAY OF THE SEQUEL TO LAST YEAR'S PIPE-SHREDDING SMASH HIT WORDS**DEAN SCOTT** SCREENSHOTS**ACTIVISION**

MAKE YOUR OWN

Imagine your dream skatepark. *Tony Hawk's Pro Skater 2* makes it real. Maybe you want to start the top of a ramp, leading on to a quarter-pipe. Beyond that are lines of parallel rails and a second pipe. It's a combo paradise. Bust a massive jump off the first pipe, land with a grind on the rails, and then transfer between them, multiplying your combo each time. The potential for an awesome score is obvious and building that dream park isn't difficult. You have an area roughly the same size as the first game's warehouse level, and you select and place different bits of scenery with the pad. When you're all done, select one of five colour schemes to brighten it up, and then have a go at it. Tweak the parts that don't work, and then save it out to memory card. Perfect!



Use the designer to create your fantasy skatepark, then test it



FASTPLANT + POP SHOVE IT
350 X2

Shirts are for the weak. Graze my back and stick gravel in it

jazzes up the concrete bowls. The draw distance is slightly improved, with pop-up better disguised with some subtle distance fog. These graphical improvements are evident in the levels repeated from the first game, so you can bust your familiar moves on a sharper landscape. Tune-wise, the game will be as cool as the first, and the version we played featured a booming Wu-Tang track. That already makes *Hawk's 2* the best game ever to feature Wu tunes. Ho ho.

SKATE ALL AROUND THE GLOBE

There are a wide variety of new levels, including the world-famous Skate Park in Marseilles, France. There's a course set in Rio de Janeiro, and one on the streets of New York City. Skate-mecca Venice Beach is added, along with a second School level and shreds in Philadelphia and the tantalisingly-named Skater's Heaven. The overriding theme is that bigger is better: the levels are larger, the half-pipes go higher – meaning you can get some amazing air for your tricks. There are also some bonus levels thrown in, including a ship at sea shaped like a giant half-pipe. The higher you jump, the more points you get – but there's always the risk of bailing into the ocean.

BRAND NEW PROS

The single-player game again takes the form of Career mode, where you have five tapes to unlock on each level. The roster of pro-skaters is also being boosted as we speak. So far, technical legend Rodney Mullen has been signed up, along with Steve Caballero and Eric Koston. All the skaters from the first game are in there too, but wearing new clobber and with more signature boards to play with. Will the skaters have all-new special moves? Activision is keeping tight-lipped for the moment. But, given the massive gains in normal tricks, we'd be stunned if new specials didn't appear. Pete says he'll paint his arse green and skate nude down Oxford Street if there isn't, and that should be a warning enough for the developer.

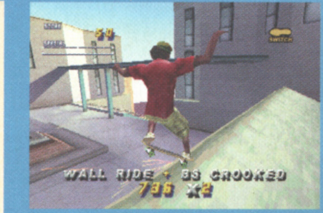
VERSUS MODE EXPANDS

Perhaps the coolest feature of the first game was the Graffiti mode, and this is retained. A welcome addition is the option to skate against a friend and a host of computer controlled skaters in a judged tournament. New street and best trick modes are brought in, and you can now save your hottest replays on to memory card to gloat over later.

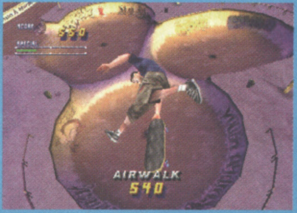
CVG RECKONS

Tony Hawk's Pro Skater 2 is looking every bit as cool as the first game. It's essentially more of the same with the option to customise practically everything, and you can never have too much Hawk.

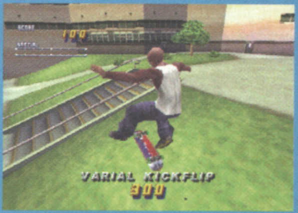
END



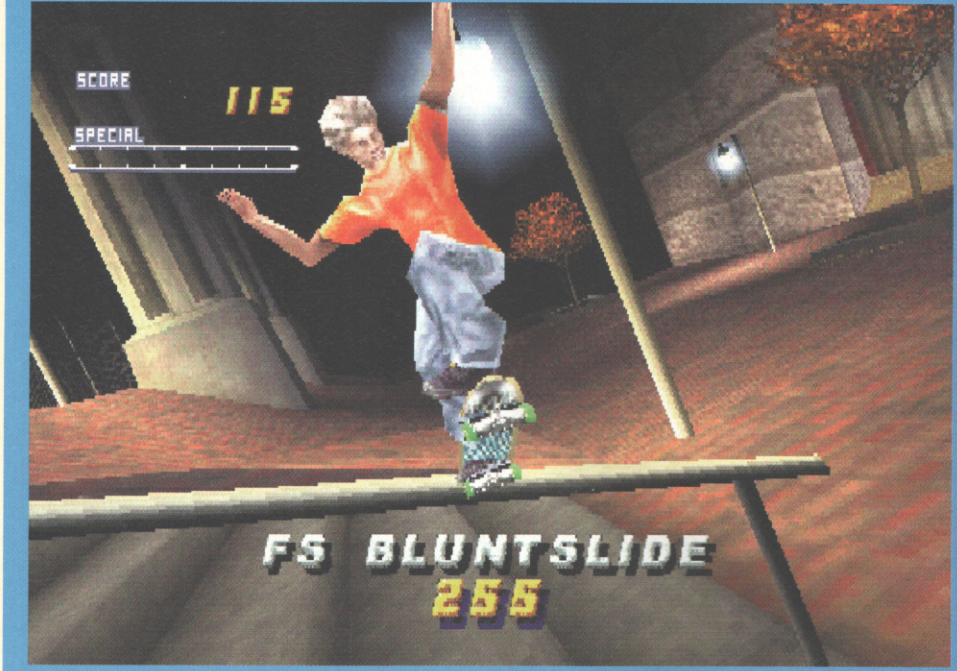
The all-new School 2 level. Note the stance indicator in the top right-hand corner



The airwalk move was missing from *Hawk's 1. Hawk's 2* sorts you out with the stunt

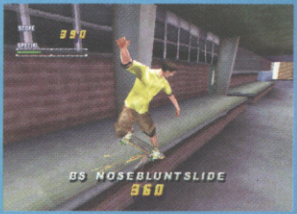


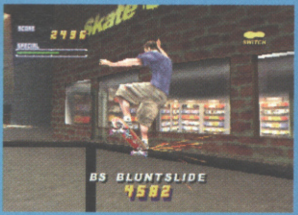
When that board lands on the grass, this chap is going to bail, big time



Skate guru Matt 'The Shredder' Howell gets gnarly with a fat bluntside, followed by a crazy-silly noochy flip-flop snootchie bootchie. Not

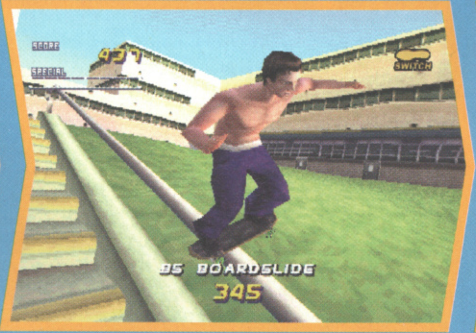
300
180 BS HURRICANE
480 X1.5



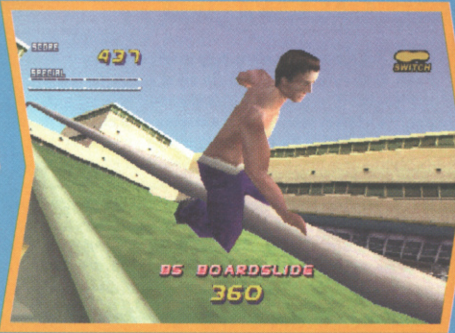


IF YOU BAIL YOU FAIL

One of the reasons that *Tony Hawk's* hit so big is that we all love to show off. Footie games let you take the mickey a little, and you can do some outrageous stuff in platformers, but *Tony Hawk's 1* was all about showboating from the second you switched it on. The whole point is to look cool and to land tricks that have your mates gasping. Remember that first 900? Sweet as a freaking nut. Remember how many times you bailed on the way to getting it right? Ouch-a-rooney. And *Tony Hawk's 2* goes to great lengths to show you up when you do something silly. Lots of blood, crunching and sore nuts. Tremendous. Make sure mummy is on hand with the TCP.



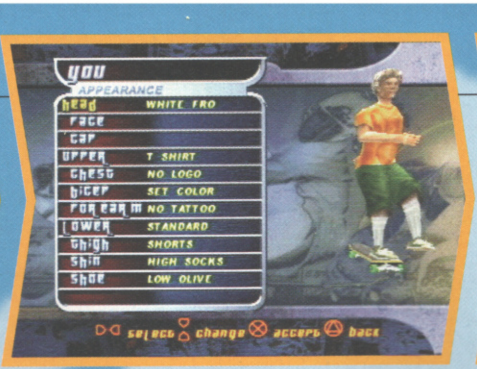
Be careful to balance yourself when you're doing a railslide...



... because if you bail, your legs will drop either side of the rail...

SKATE AS YOURSELF

Customisability is a big feature in *Hawk's 2.* A cool creata skata option lets you do just that. You specify a face, hair colour and style, build, and then dress your boy in some seriously pukka skate gear. You allocate some basic abilities and build them up as you progress in the single-player mode, just as you did with the pro skaters in the first game. You can also use this mode to make alterations to the pros' clothing and skills, but you can't make any of them wear black drainpipe jeans and a studded leather jacket. We tried hard to make a Les Ellis skate dude, but the game's 'coolness filter' wouldn't allow it. A new 'dollar bill' in-game pick-up helps out here, helping you rack-up cash to spend on tastier boards and trucks.


you
APPEARANCE
head WHITE FRO
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cap
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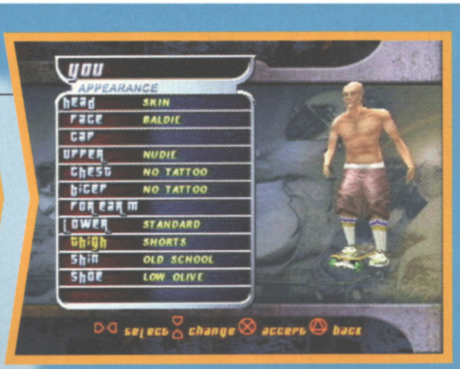
chest NO LOGO
bicep SET COLOR
forearm NO TATTOO
LOWER STANDARD
thigh SHORTS
shin HIGH SOCKS
shoe LOW OLIVE
select
change
accept
back

Matt Howell dons his skate gear and heads out on to the bowl


you
APPEARANCE
head SKIN
face BALDIE
cap
UPPER NUDIE
chest NO TATTOO
bicep NO TATTOO
forearm
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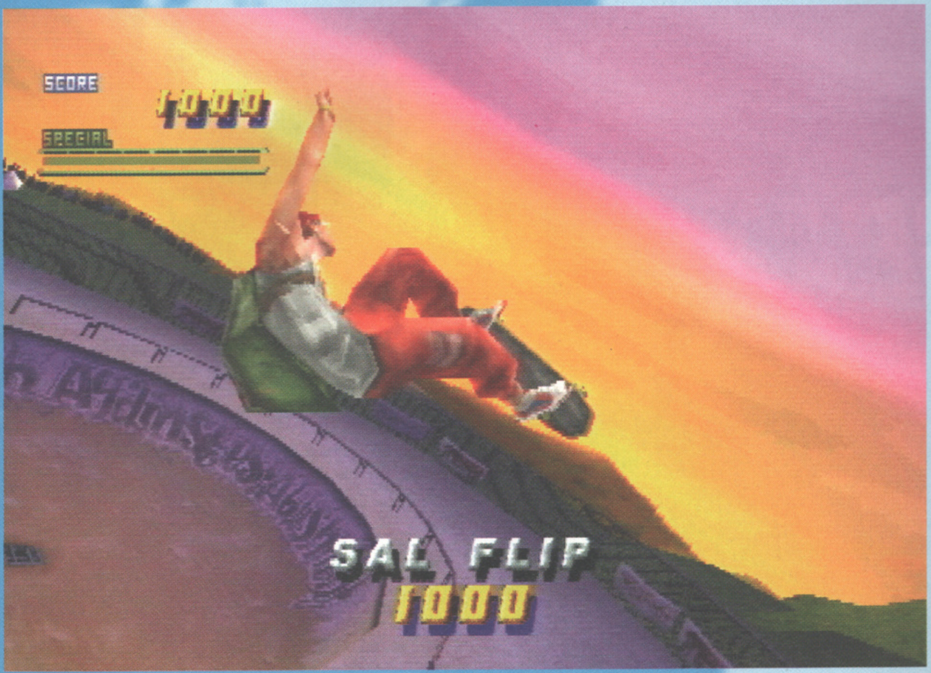
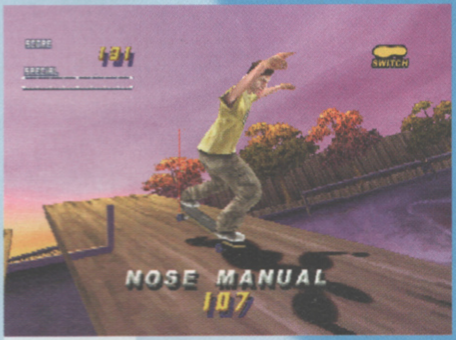
shin OLD SCHOOL
shoe LOW OLIVE
select
change
accept
back

Peter Walker wouldn't be seen dead without his white socks


SCORE
1000
SPECIAL
SAL FLIP
1000

Thought *Hawk's 1* was a bit dull on your eyes? Check out that sky! It's like aliens have just nuked the skateworld

SCORE
60
SPECIAL
SWITCH
CROSSBONE
350

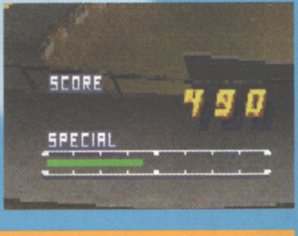

SCORE
131
SPECIAL
SWITCH
NOSE MANUAL
107

SCORE
1080
SPECIAL
SWITCH
360 MELON
350 X2

SCORE
165
SPECIAL
SWITCH
FS NOSEBLUNTSLIDE
570

SCORE
50
SPECIAL
AIRWALK
500

Manual rolls. Means nothing to geeky skate wannabes, but true shredders know the importance. Check the main text for an explanation

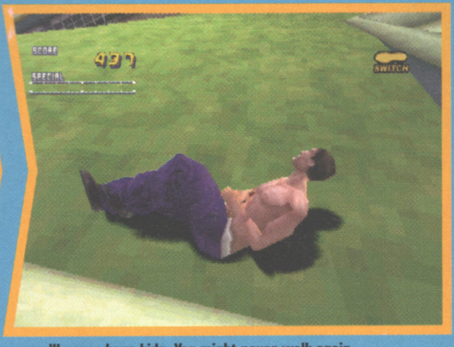

SCORE
490
SPECIAL

SCORE
437
SPECIAL
SWITCH
BS BOARDSLIDE
360

... and you'll crack your nuts on the metal with a sickening thud...

SCORE
437
SPECIAL
SWITCH
B BOA DSL DE
3 0

... as sheer agony ravages your lower abdomen, the floor jumps up...


SCORE
437
SPECIAL
SWITCH

... you'll never have kids. You might never walk again

IN VAGRANTE DELICTO

GET CAUGHT IN THE ACT OF INDULGING IN SOME SUPER-SEXY ADVENTURING

WORDS & SCREENSHOTS **LEE SKITTRELL**

It's time to get religious about your videogame adventuring. There'll be stained glass and stained pants in this scarily dramatic epic

VAGRANT STORY

OUT**SUMMER** PLATFORM**PLAYSTATION**

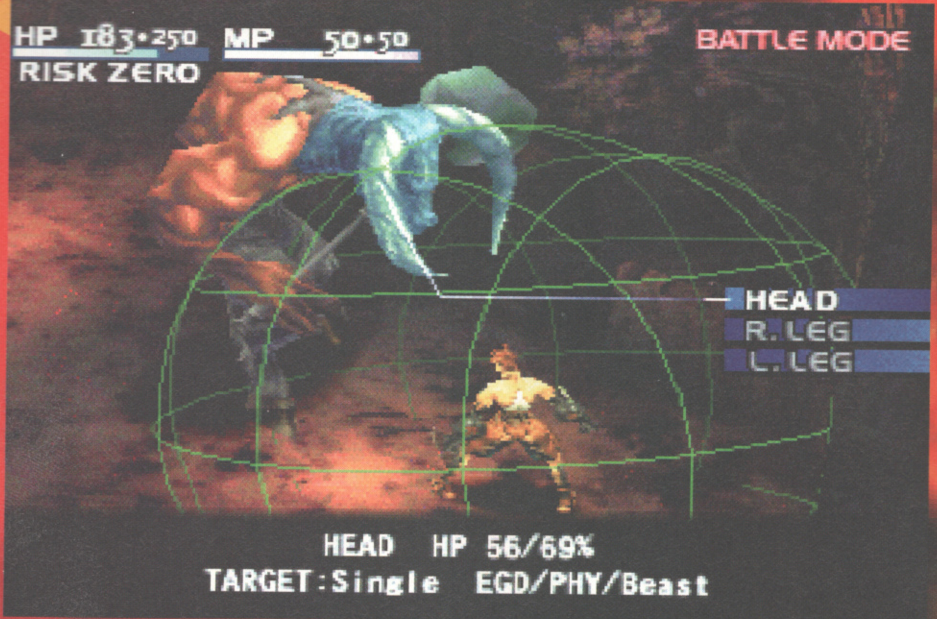
Videogames that get you emotionally involved with the action on screen are few and far between. *Resident Evil* does it through fear. *Final Fantasy VIII* manages it through intricate character development and an epic story. *Metal Gear Solid* relies on Hollywood production values to draw you in, while *Silent Hill* constantly keeps you guessing. Soon, we'll be able to add *Vagrant Story* to this list of emotional hard-hitters.

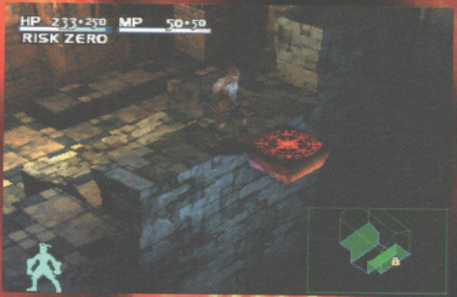
GENRE-BLENDING

Imagine, in your left hand is a beautifully-drawn, atmospheric world, inhabited by a set of believable characters complete with their own histories. This stunning game environment plays host to enjoyable platform action and puzzle-solving. In your right hand is a sprawling RPG with spells, tactics and an awesome array of stats to let you hone your character to perfection. Now, put your hands together for *Vagrant Story*.

IT'S A RIOT

The game is an action-RPG that places you in the shoes of Scottish medieval secret agent Ashley Riot. Ashley is sent in to suss out just what is going on with a creepy cult and to investigate their enigmatic leader, Sydney. There's plenty of weirdness going on as Lord Bardorba's armies are found dead by their own hands and young Lord Joshua, Bardorba's heir, is kidnapped. Ashley has many skeletons in his closet and, during the course of the adventure, you'll learn as much about him as you do about the events which you're there to probe.





METAL GEAR HAGGIS

Vagrant's plot plays out like a medieval *Metal Gear Solid*, with political machinations and subterfuge, so expect much intrigue and double-crossing. This real-world story strand is interwoven with RPG stalwarts such as dragons and magic spells. What's particularly great is the way characters in the game are generally as surprised by the appearance of mysterious beasts as you are.

PROLOGUE

Players have shied away from RPGs in the past because they can often be unwieldy things, requiring you to spend hours in dull prologue screens before the action really hots up. Many superb adventure stories have been overlooked because of this. The *Final Fantasy* games are great examples of how to use the story to hook players in right from the start, so they'll play through and see the real meat of the game. *Vagrant Story* does this too. By including playable sections in the intro sequence, broken up by atmospheric cut-scenes using the game engine, you'll be instantly drawn into this murky world.

PANORAMA SPECIAL

Vagrant Story's production values are Hollywood blockbuster standard. The characters in cut-scenes talk logically, move realistically and generally act like real people. The sweeping panoramic shots and soaring soundtrack will raise the hairs on the back of your neck, while keeping you eager to play the next section.

SPHERE OF INFLUENCE

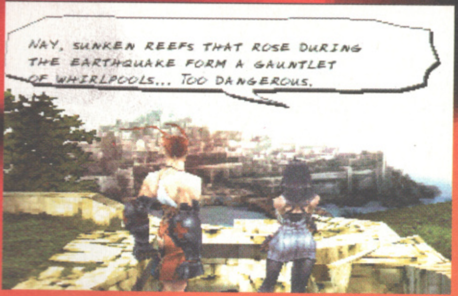
The battle systems in RPGs can sometimes be the kiss of death to non-fans. All that turn-based, po-faced stat crunching can severely test your patience. *Vagrant Story* offers a solution. When you encounter an enemy, you can call up the battle sphere, which halts the baddie in his tracks and lets you target him. The clever bit is that, depending on the enemy encountered, you can target different body parts. Hack at his legs and he'll move slower. Slash at his weapon arm and his attack power will fall. This works the other way round too, so you've got to keep an eye on your own stats. You're free to move around during battles, and despite still being turn-based, this new system is an excellent alternative to the usual method.

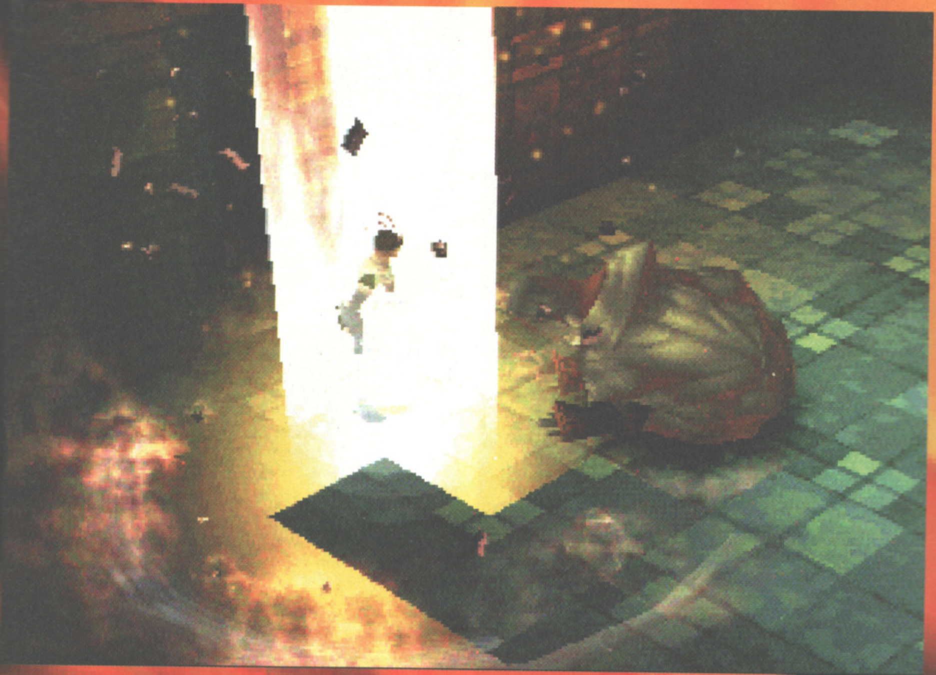
DUNGEON KEEPER

Much of the action in the game takes place in large dungeon-like levels filled with monsters, traps and puzzles to solve. There's a lot of block-shifting and ledge-swinging, and you can store items in conveniently located storage boxes, just like in *Resi*. These sections are the ones that will likely cause most controversy with the RPG hardcore set. The emphasis on platform action means lots of awkward jumping about and, if you mess up a puzzle, the only way to set it right is to leave the room and start again.

YEAH, WELL DONE

In an attempt to make the adventure more accessible, it seems that Square has opted to include gameplay tricks


NAY, SUNKEN REEFS THAT ROSE DURING THE EARTHQUAKE FORM A GAUNTLET OF WHIRLPOOLS... TOO DANGEROUS.



usually reserved for more lightweight titles. After defeating boss characters, you're presented with a 'congratulations' screen, complete with a score for your progress and a spinning fruit machine reel you must stop to win a prize. This is a horrible idea that really jars against the well-crafted, mature story and the awesome battle system. It undermines the believability of the game.

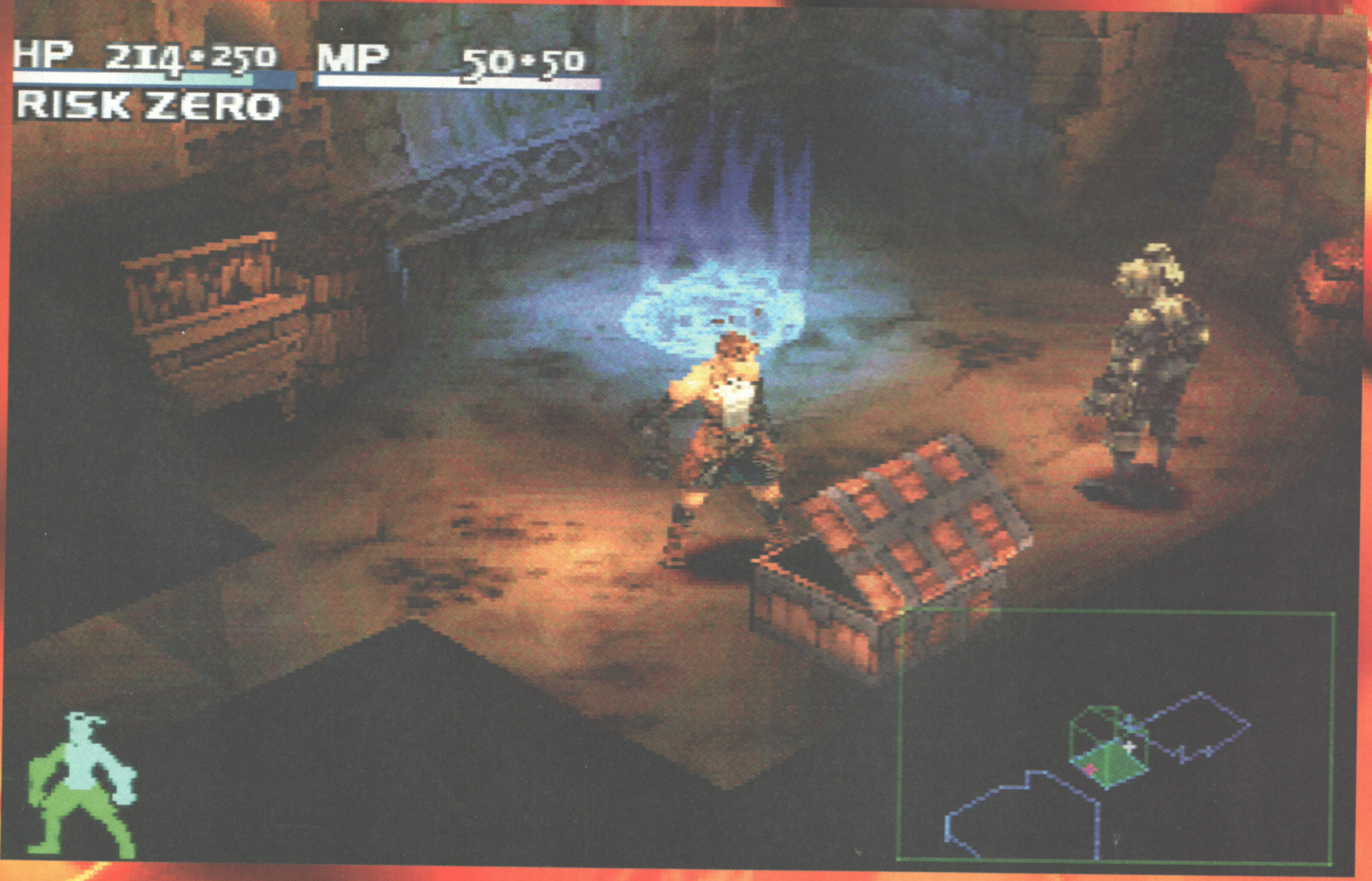
EMOTION ENGINE

There's no doubt that as an involving, emotional experience, *Vagrant Story* is looking very tasty. The cinematic approach and action-oriented gameplay should make it a hit. Everyone should be getting excited about *Vagrant Story*, but it's gamers who usually avoid RPGs cos of their inaccessibility, who should particularly be looking forward to it, as they are the ones who will probably get most from it.

CVG RECKONS

Vagrant Story *looks set to be an instantly playable and hugely atmospheric RPG. Everyone will want to play it when it releases.*

END



JOANNA DARK, WATCH YOUR BACK

TUROK 3 MIGHT JUST BE THE BEST N64 SHOOTER YET

WORDS & SCREENSHOTS **DEAN SCOTT**

TUROK 3: SHADOW OF OBLIVION

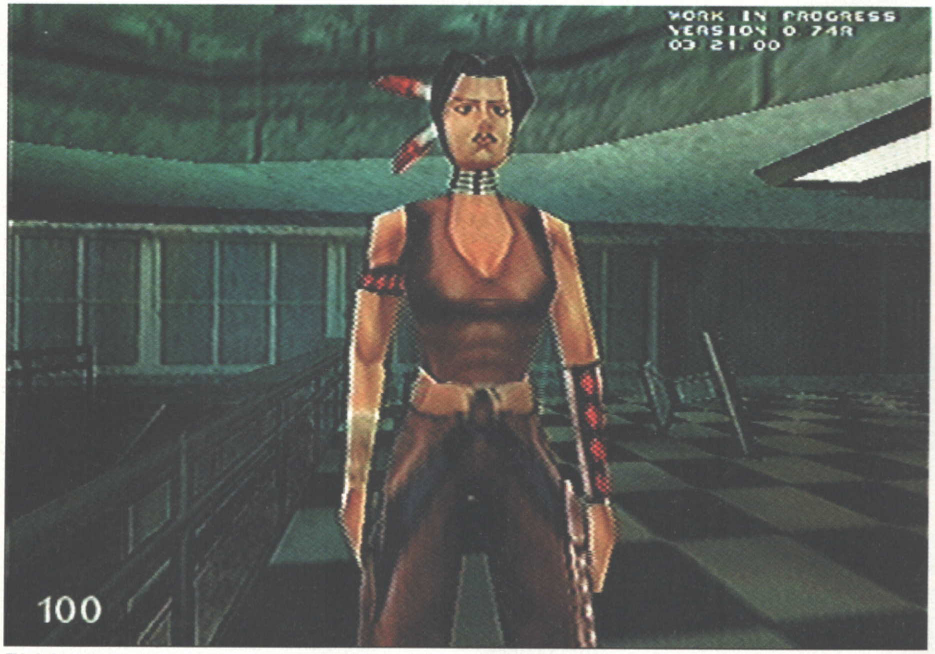
OUT ***SEPTEMBER*** *PLATFORM* ***N64***

Barton Oaks Plaza in Austin, Texas. Andy Schwalenberg has an office on the second floor of Barton Oaks Plaza One, a soulless triumph of black steel and glass. The lights are off, but Andy is working. His face lit white by the frantic shifting of colour on a 14-inch portable TV on his desk. The shelves are packed with posing models of comic book heros and enemies, as well as a single copy of *Unreal Tournament*. The dim light just about illuminates the white board behind him, on which is scribbled two mantras: 'My dog needs to be neutered!' and, in more carefully formed letters, '10 FPS=BAD'. The designers of *Turok 3: Shadow of Oblivion* take their job very seriously.

A giant human being enters with a frightening military haircut, and an iguana on his shoulder. Dave Dienstbier is over six-feet tall, and probably about as wide. As creative director of Acclaim Studios in Austin, *Turok 3* is his life right now. And his priorities are very clearly stated: 'The frame rate needed to be upped. We're aiming for at least 30 frames per second, and the draw distance is much improved.' In English? *Turok 3* never slows down and the distance fogging is barely noticeable. As for the plot. 'You guys are gonna love it,' he grins.

THE CITY

Gazing upwards on an exceptional evening in 2024. Sky cars weave peaceful spirals around giant high-rises, but on ground level everything is quiet. Sections of the city are cordoned off by trigger-happy police and giant bi-pedal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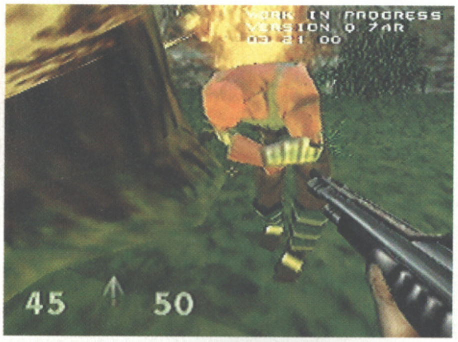
This is Danielle Fireseed, one of the two lead characters in the game. She looks nothing like Lara Croft. Stop saying that. She really doesn't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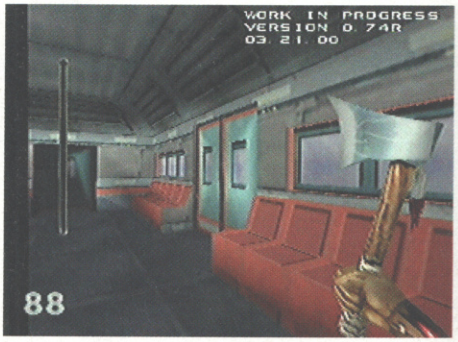
If you've got a hairy back, stand further away from the bonfire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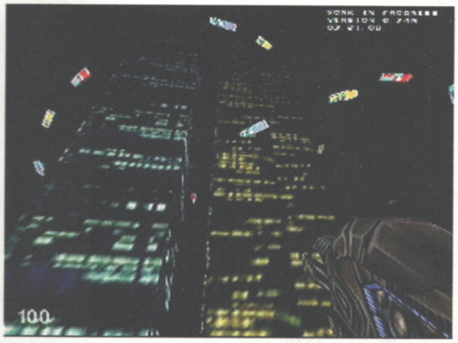
Going on the Underground with an axe guarantees you a seat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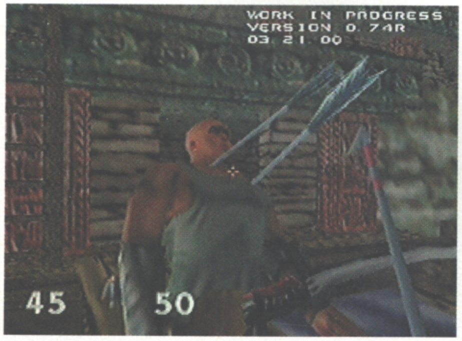
In the future, cars will fly. And we'll all wear silver jumpsuits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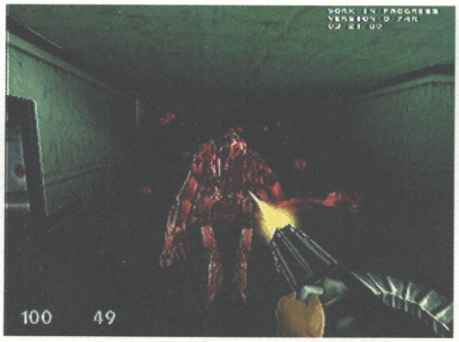
An arrow in the heart is worth two in the throat, or something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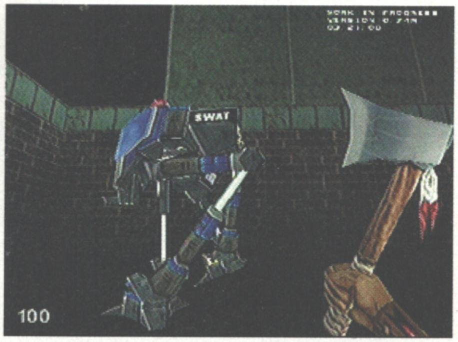
A bad guy. Note the deformed body and unpleasant demeanour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SWAT
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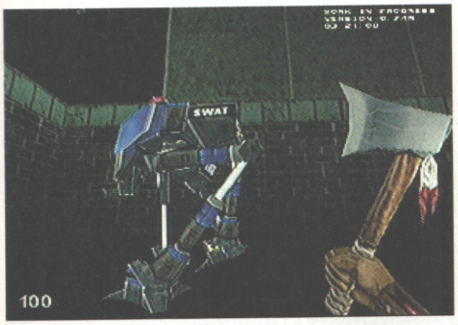
The perspective gives you no clues, but these walkers are big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SWAT
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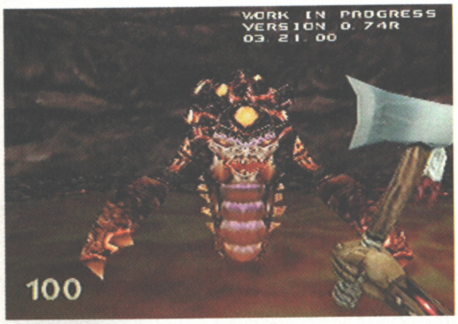
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attack droids, and if you're silly enough to ignore their boundaries you'll be instantly cut down in a hail of armour-piercing gunfire. This adds a fabulous tension to the environment, even before you consider the hordes of mutated humans who roam the streets looking to feed on fresh meat. And as meat goes, you're pretty fresh. You only just got here...

MORE HALF-LIFE *THAN* TUROK

Straight away *Turok 3* is looking like a different game to its predecessor. Comparisons will doubtless be made with the PC classic *Half-Life*, which is high praise indeed. Unconvinced? Consider this. The game begins in an office complex, linked by a footbridge. What should be a gentle trot over it to the next building very nearly ends your days as a flaming police chopper ploughs through it, smashing it to pieces. You then need to take the longer, more baddie-laden, way around. A classic *Half-Life* plot device. Once you hit the streets, you're soon on edge. Following the trail of blood into the first alley, you discover a spider-like creature feeding on a person. It then leaps violently towards you, slashing with crimson-stained tendrils and snapping its giant salivating jaw, inches from your face. Instinctively you recoil, blazing wildly with the default pistol. But in an alley there's nowhere to run, nowhere to hide. You take hits but eventually it drops. Genuinely panting in adrenaline-fuelled fear, you slowly turn. There's another three behind you.

MUTATED HELICOPTER

Graphically, *Turok 3* is looking great. One level even lets you retread familiar ground from the first level of the original *Turok* game, except the weather is much better – the dismal fogging has disappeared almost entirely. The cityscape of level one is more Bladerunner than Fifth Element: battle damaged after years of neglect and satisfyingly dark. The boss character on level one sets a tone of innovation throughout: a police helicopter gets sucked into another dimension and re-emerges alive. The cockpit area becomes a giant razor-toothed jaw, and countless tentacles have erupted from the fuselage. The end section is intact, but you'd probably only send the Backstreet Boys up for a ride on it. They're expendable, you're not.

EXPANSION PAK NOT REQUIRED

"We banned the team from using the Expansion Pak for the most part of the development of *T3*," explains lead programmer Jeff Everett. "That way we produce the best possible game for unexpanded machines." Bang in the extra 4Mb and the already fabulous visuals appear in crisp hi-res mode. The effect is like peeling a thick layer of cellophane from the screen, with colours appearing more vibrant and the fabulous level architecture stripped of that trademark N64 fuzz.

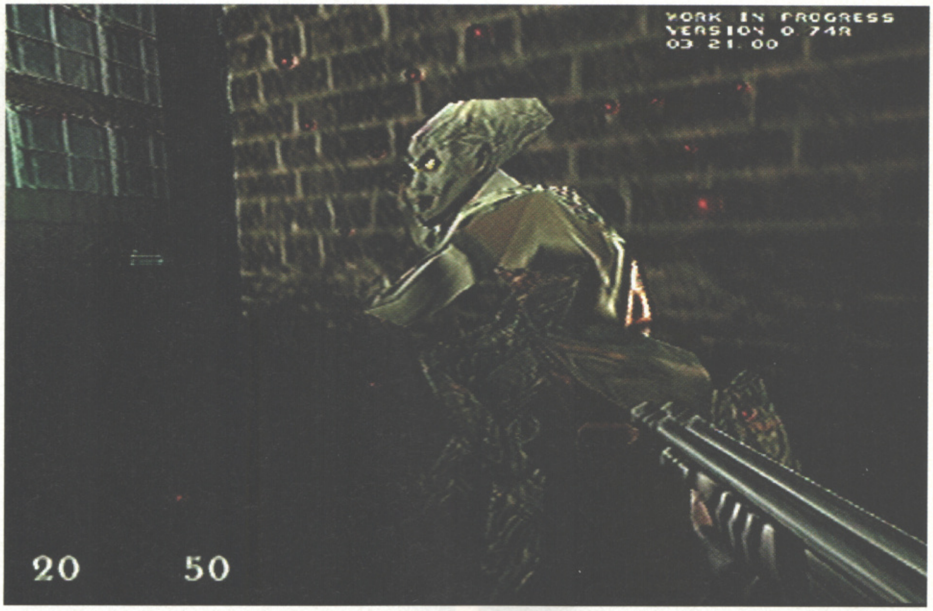
RAPTORS RETURN

Background detail is fantastic throughout. Machines clunk and whirr, pistons fire and belts turn. The famous red Firebrand raptors from the second instalment are made even more menacing than before. *Turok* veterans will already know their weaknesses, and the control system is unchanged from *Turok 2*. Cooler still is that there's now a whole family of red raptors in there, but even the cute baby ones will slash your face open and eat your brain if you let them.

Turok 3 also solves one of the oldest mysteries on Earth. The Bermuda Triangle has been sucking planes and ships into a void for centuries, and *Turok 3* takes you to the dumping ground: The Lost World. While you're there, a distinctive red bi-plane gets warped, and nose dives, flaming to Earth. Puzzle elements are rife, with the cracking volcano levels requiring you to make use of jets of hot air to make your way up to higher areas. You can block up certain vents with boulders, so the air pressure is greater on other jets.

HELLO. I'M GOING TO DIE SOON

The Black Mesa-esque military installation level is populated by some chirpy non-player characters that you can rope in to navigate for you. In accordance with classic horror movie convention, you never learn their last names. This is because they inevitably get ripped to small bloody pieces shortly after you meet them. The deaths in *Turok 3* are never subtle. The first guy you meet, Otis, helps you out on to the streets. By the time you catch up with him he's in half and being devoured by a giant spider.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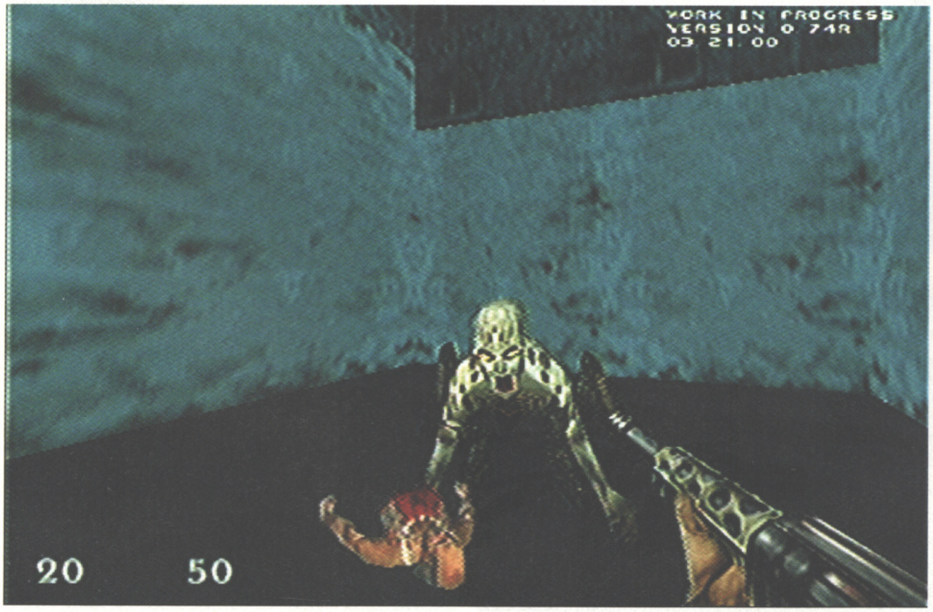
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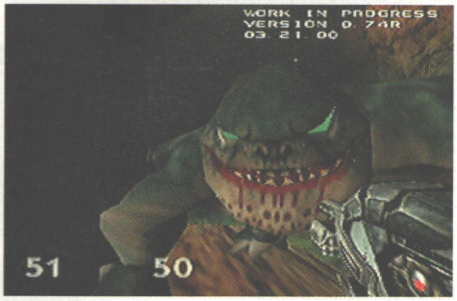
Are you finished with that half-chewed human carcass? No? Well at least let me have some of your fries you stingy mutant freakshow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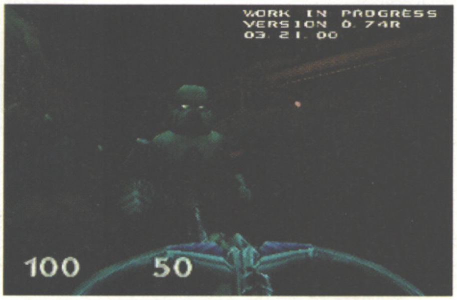
'Respect me. Respect the family'. Sorry Mr Brando, you've lost it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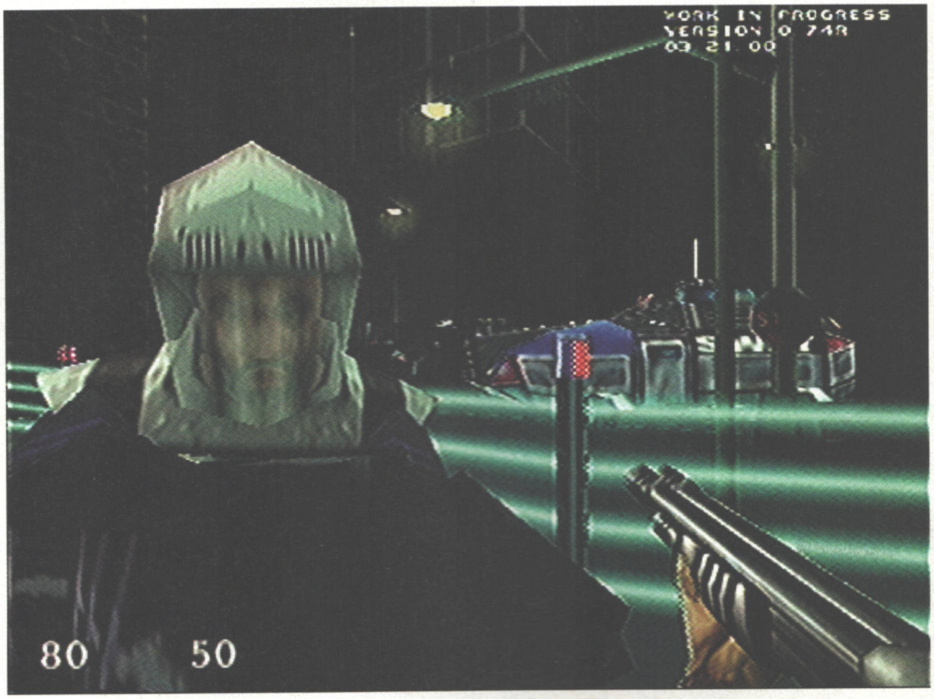
FORGET ABOUT JOSHUA

The stars of this game are Joshua and Danielle Fireseed,the brother and sister of Joshua Fireseed – the star of *Turok 2*. You can't play as Joshua in single player because he gets killed in his house in the first of many brilliantly realised in-game movies. This leaves siblings Danielle and Joseph to decide between them who will answer the call from the Council of Voices to resume the fight from the Fireseed family. Both have distinct skills. Joseph operates more stealthily and can squeeze through tighter gaps. His big sister (she'll waste you if you call her fat) is more forceful, and has a *Zelda*-style grappling hook to help her reach high areas. Each character will come across eight different weapons on their travels, and these can be upgraded twice to greater levels of destruction. You start with a tomahawk and a pistol, while the holy grail that is the Cerebral Bore comes later. The superior enemy AI from *Turok* offshoot *Rage Wars* is also there, making each of the 35 types of bad guys a different challenge to dispose of. Rats roam the streets and sewers and are a far less formidable foe than the 15-foot-high rock monsters that guard the entrance to the boss chamber on Level 3. The bosses themselves are much as you'd expect: big, frightening and pretty damn hard.

MULTIPLAYER MODES

Multiplayer has also been tweaked from *Turok 2*, and now includes an innovative 'colour tag' mode, where shooting a mate changes him to your colour – the ultimate aim being to 'assimilate' all your opponents. There's still the obligatory out-and-out deathmatch option, and a variation on Capture The Flag. There are another three modes in there, but Acclaim is keeping quiet on what those are, for the moment. You're unlikely to get bored. 'We tend to sit and play the multiplayer games after work,' says Acclaim creative director Dave Dienstbier. That should tell you a bit about how much fun it is, since Austin, Texas isn't exactly short on things to do after work. And they don't stay in because of the weather, either: Texas in the summer is just about the hottest place you can be, outside of bathing in a pool of molten lava. Start warming up your trigger finger now.



CVG RECKONS

If Turok 3*'s got half as much life as* Half-Life*, it'll be a whole lot of fun. In other words, we think it'll rock.*

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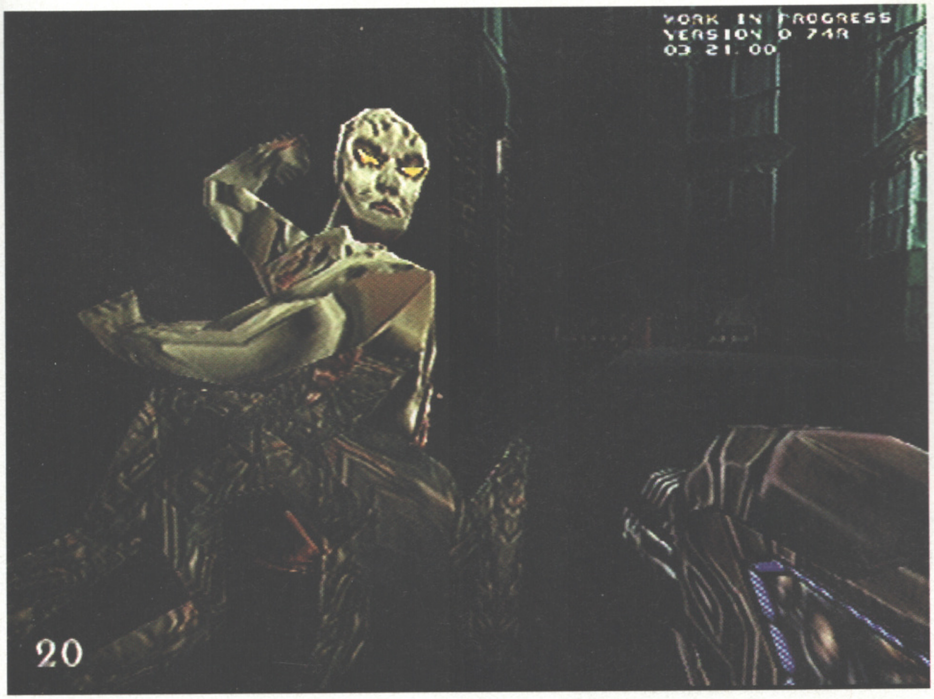

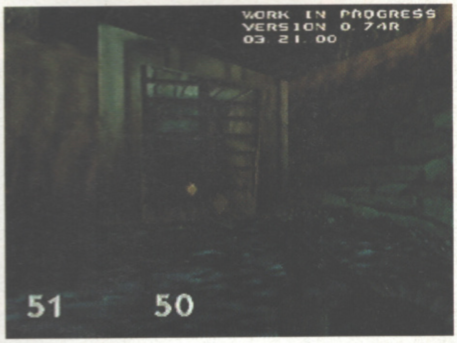

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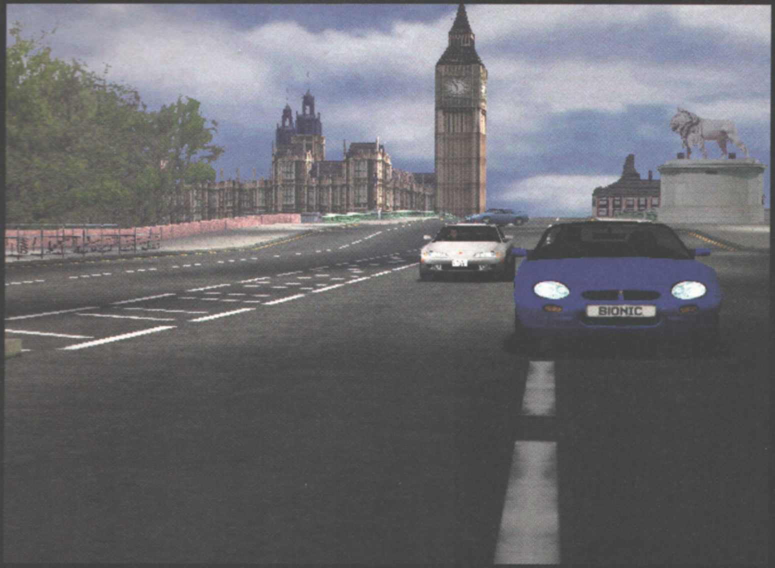
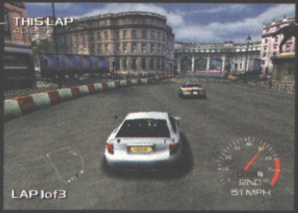
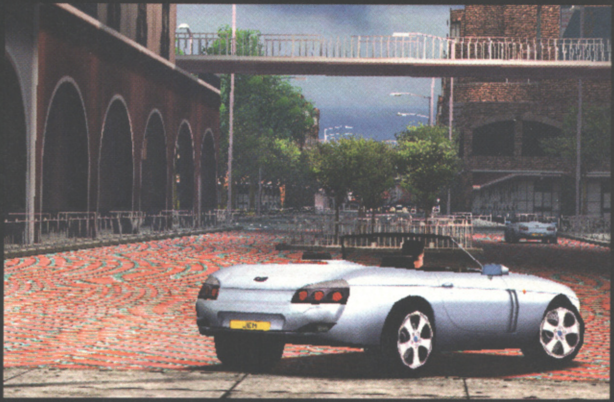


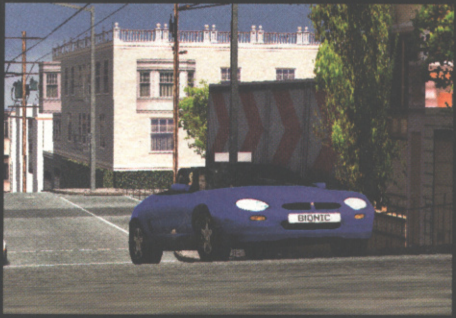


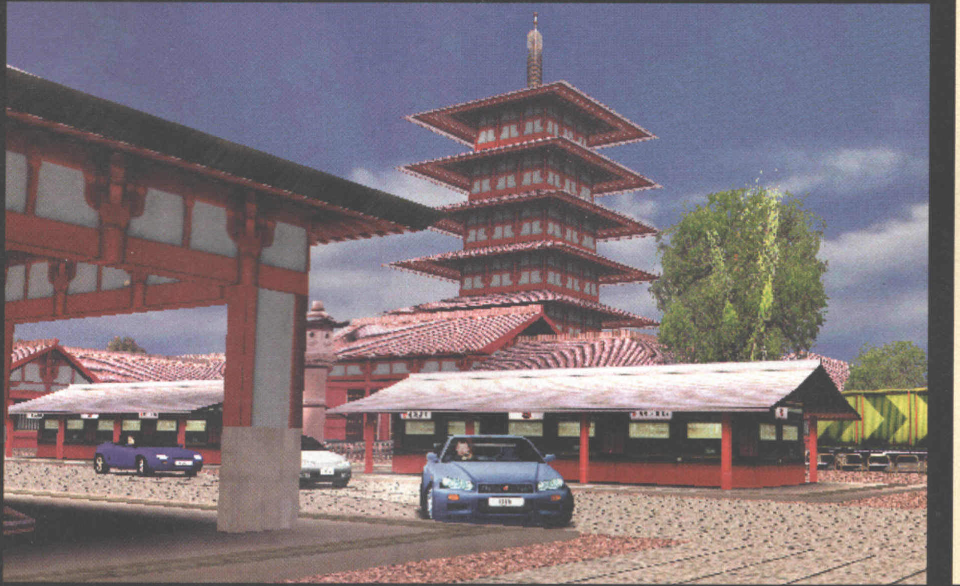


THE BIG RACE OFF

SEGA'S SECRET WEAPON READY FOR WAR

WORDS **LES ELLIS** SCREENSHOTS **BIZARRE**





METROPOLIS STREET RACER

OUT**JULY** PLATFORM**DREAMCAST**

"Not another bloody racing game!" Is that what you're thinking? You might be right if you're talking about *Sega GT* – for all its strengths, it's still essentially looking like a *Gran Turismo* clone. But *Metropolis Street Racer* sure as hell ain't no *GT* clone. If there's one game that will make people sit up and take notice of the unhappy DC, this is it. And best of all, it's been programmed in the UK by Bizarre Creations, which was responsible for the good Psygnosis *F1* games.

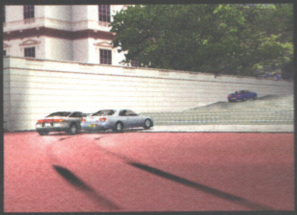
SO REAL IT HURTS

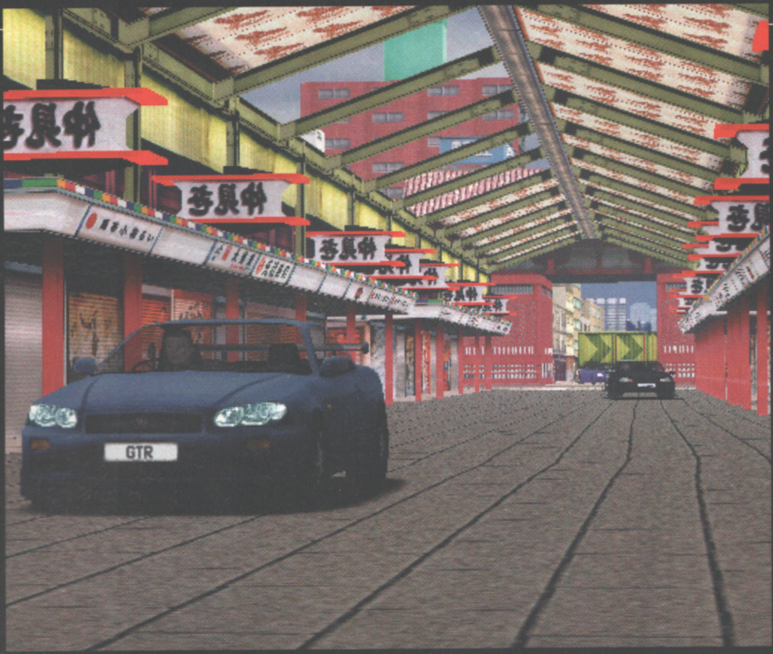
The art people on *MSR* have really gone to town. You get to drive through sections of three real cities: Tokyo, San Francisco and London. And these aren't just roughly textured blocks arranged to look vaguely similar to the locations. Over 35,000 photos have been used as textures so the buildings look exactly as they should. Race around London and you actually recognise where you are. Although you can't just go anywhere you want on the courses; the tracks are designed so that you see all the famous landmarks and recognisable places you could want. And, of course, as you would expect from the developer of *F1*, it handles like a dream.

SHROUDED IN SECRECY

Bizarre has packed *Metropolis Street Racer* with features to make it stand out from the crowd. Sega is keeping them

THIS LAP
LAP 1of3
2ND
42 MPH





Drive through a shopping arcade and pick up cheap gadgets, like something out of the original Blues Brothers movie

under wraps, and although we have seen them, if we told you them all, we'd have to kill you. What we can say is that while it doesn't offer online racing, *Metropolis Street Racer* does make very cool use of the Dreamcast's online capabilities.

They can't keep the gameplay secret, we all know it's a racer, but it's a lot more than the collect 'em up attitude of *Gran Turismo* and its clones. It does have more than its fair share of real cars (ones you're likely to see in the street rather than dream cars you'll probably never have a chance to drive), but the way you have to use and drive them is a lot more imaginative.

TOO COOL

Another twist for traditional racing fans: it's not all about fast times and race positions. Other factors come into play that will appeal to the XR3i-driving boy racers out there. Again we can't tell too much, but let's just say show-offs will prosper – powersliding round corners or giving an opponent a major head-start and still winning will go down big-style. So it's not just how fast you can get from A to B, but also how flash you look getting there. If you drive like someone on a Police Stop video, you'll do well.

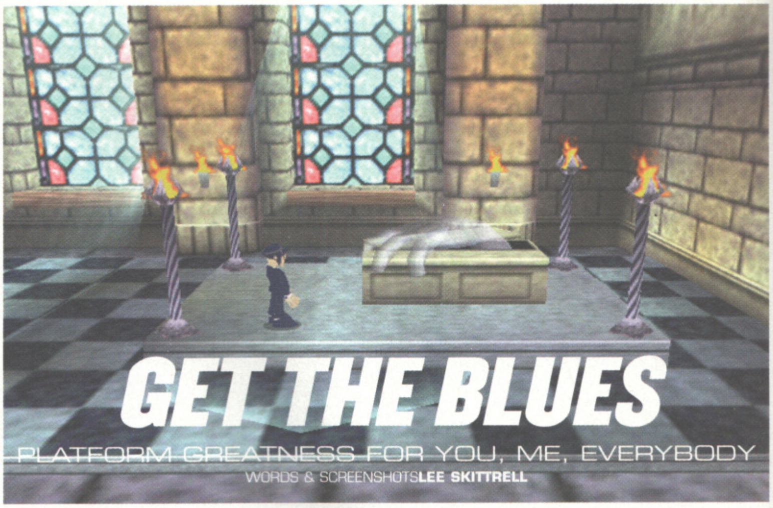
FEATURE PACKED

With all sorts of twists on the usual form of driving, and so much emphasis being put into the replay value, *Metropolis Street Racer* is surely looking to be the most visually impressive, as well as gameplay-packed, Dreamcast release we've seen so far. After the disappointment of *Tomb Raider*, it looks as though Sega could have a real ace up its sleeve.

CVG RECKONS

The way things are looking, Sega will have a huge hit on their hands with Metropolis Street Racer.

END



GET THE BLUES

PLATFORM GREATNESS FOR YOU, ME, EVERYBODY

WORDS & SCREENSHOTS **LEE SKITTRELL**

BLUES BROTHERS 2000

OUT **SUMMER** *FORMAT* **N64**

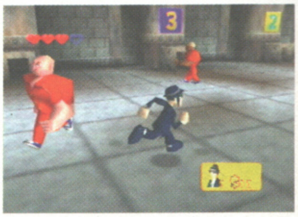
Players expecting a dull rehash of the recent lacklustre movie are in for a big shock – *Blues Brothers 2000* will rock your world. The game is an epic 3D platformer that reinvents all the best bits from *Mario* and *Crash*, and mixes them with a smattering of *Bust-a-Groove*. Trek across four massive worlds, rescuing your imprisoned buddies and learning the right moves for the end of game Battle of the Bands.

R-E-S-P-E-C-T

The game's four environments: prison, Chicago, graveyard and swamp, are each divided into smaller sections. Each section offers the player a new challenge and at this stage the platform action looks very tasty.

RHYTHM IS GONNA GET YOU

Blues Brothers 2000 features regular dance-offs. These play in a similar way to *Bust-a-Groove* and *PaRappa* – hit the right button sequence to dance your opponent to dust. Awesome.



In prison world, guards and loonies patrol

CVG RECKONS

With Mario-esque *action, neat tricks and brilliant characters,* Blues Brothers 2000 *could be the surprise hit of the year.*

END

DRAT AND DOUBLE DRAT

TAKE A SHOT AT RACING THE WACKY WAY

WORDS **LEE SKITTRELL** SCREENSHOTS **INFOGRAMES**

WACKY RACERS

OUT **JULY** *FORMAT* **DREAMCAST**

Imagine the cartoon feel of *Mario Kart*, combined with the most awesome weapons in *WipeOut*, add a whole lot of laughs and some eye-smacking visuals and you end up with something a bit like *Wacky Racers*. Race around cartoon courses with the likes of Penelope Pitstop and Darstardly and Mutley.

6TH
LAP 1
LAP TIME
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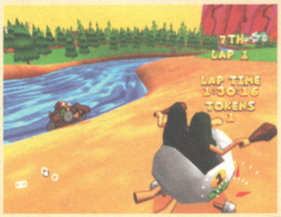
WACKY WEAPONS

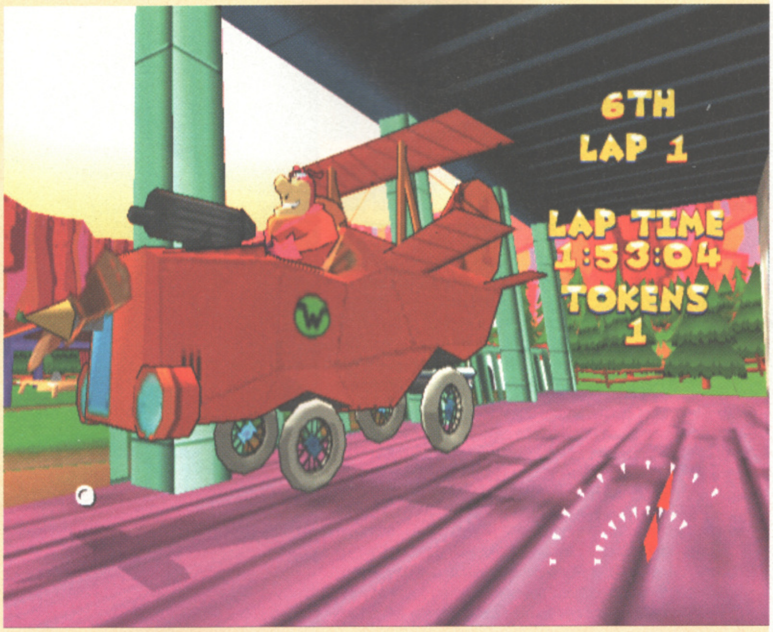
It may be another cartoon racer, but *Wacky Racers* has a few tricks all of its own to knock out the competition. The game looks fantastic and has an atmosphere true to the classic series, thanks to authentic sound effects and speech. At the start of each race you must choose which weapons to use on that course. These weapons range from fairly standard speed boosts and protection, to the full-on cartoon craziness of projectile thunder clouds, machinegun fire, and Penelope's famous red lippy.



The Slag Brothers' Bouldermobile - cool!

SUPER SLAG BROTHERS

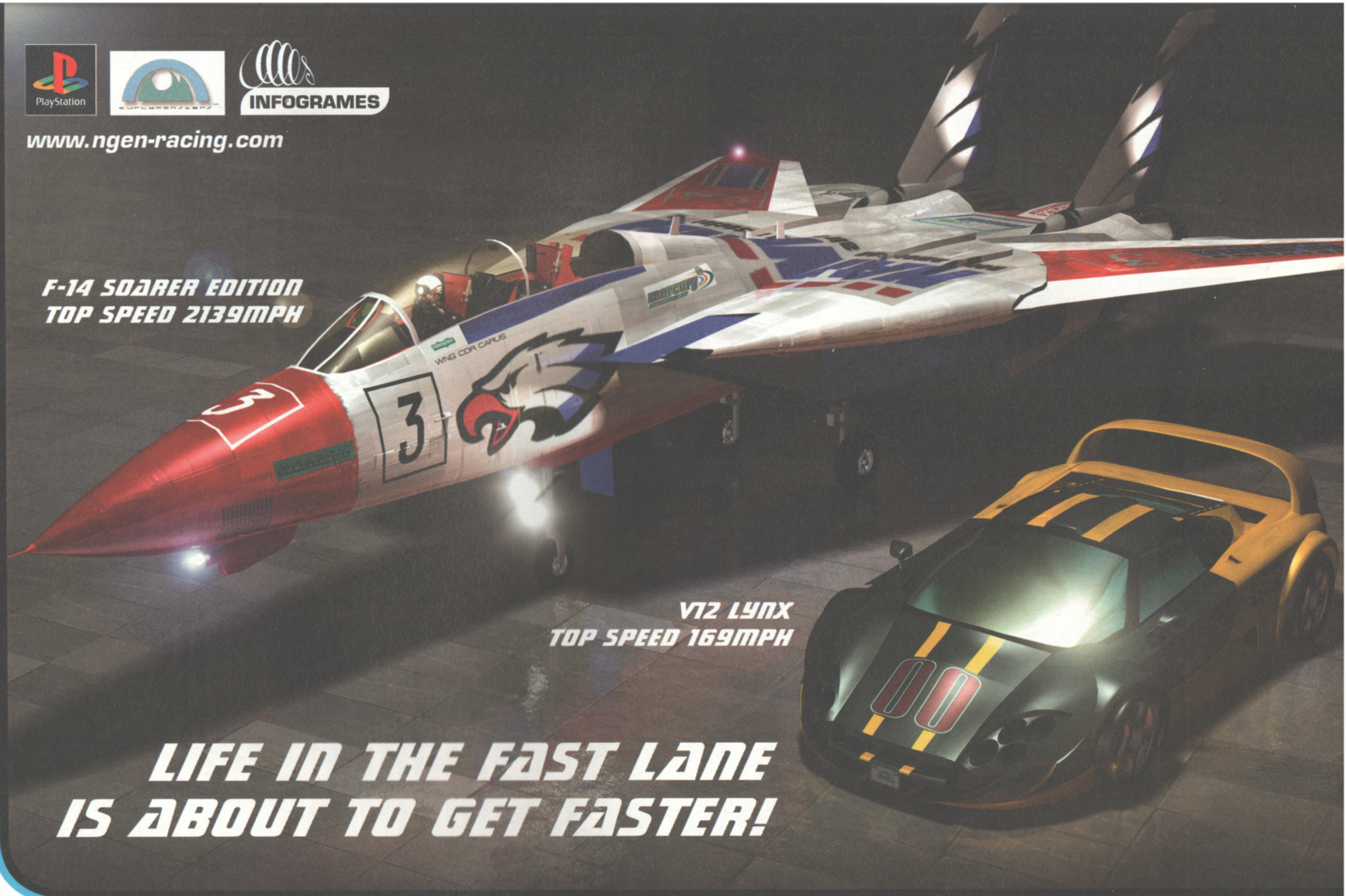
The most exciting prospect is the way the courses are laid out. During a race you can follow the designated route and pick off the other racers, or hunt for shortcuts and use your weapons to open up new routes. In true *Wacky Racers* style, just do whatever it takes to be first across the line. It's great fun smacking up the lead car with your weapons and then waving smugly as you beat them to the prize.



CVG RECKONS

Still some work to do, but Wacky Racers *already looks great, plays fine and is guaranteed to raise a smile.*

END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94%

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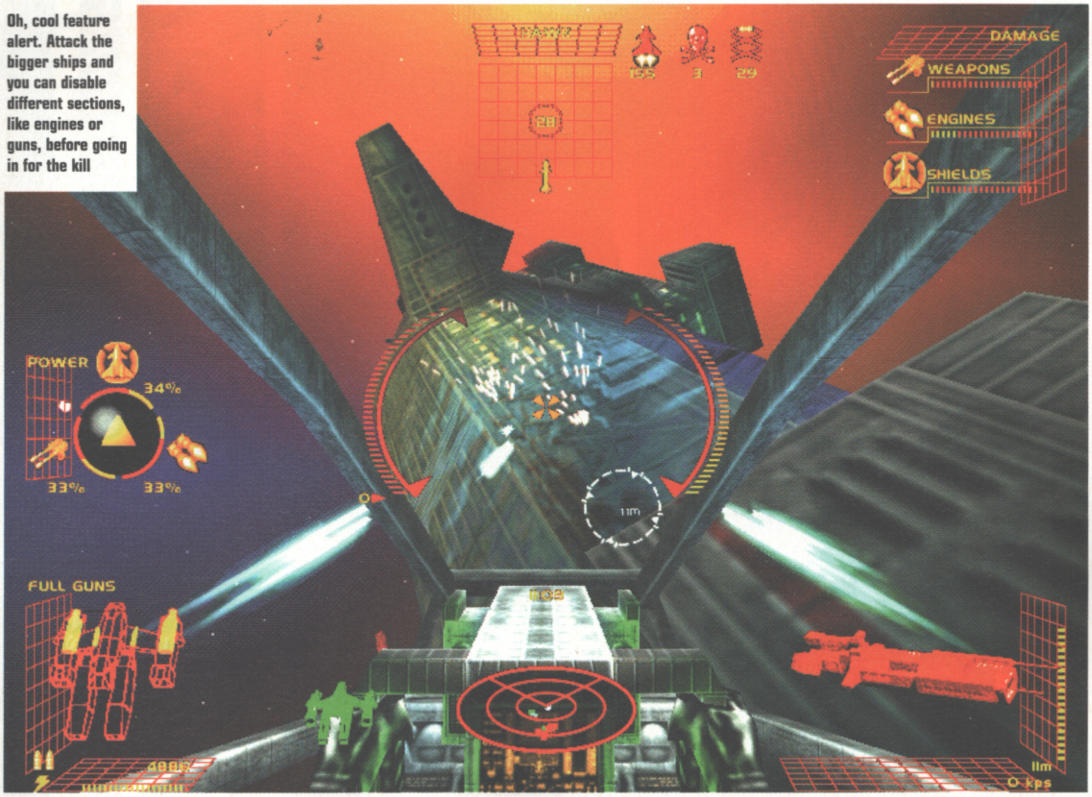
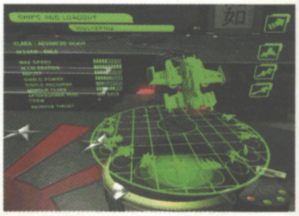
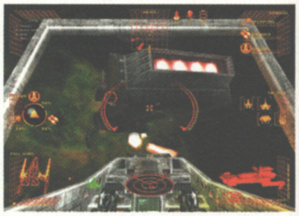


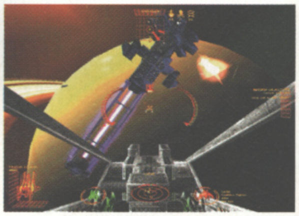
Oh, cool feature alert. Attack the bigger ships and you can disable different sections, like engines or guns, before going in for the kill



You can choose your ship and weapons set-up or take your engineer's advice



What's the difference between *Starlancer* and *Wing Commander*? Less video footage and cheesy acting



Run out of missiles? It's time to line your guns up and do it the old fashioned way

FEELS LIKE DEJA FLEW

WING COMMANDER RETURNS TO HAUNT US

WORDS & SCREENSHOTS **LES ELLIS**

STARLANCER

OUT **JUNE** FORMAT **PC**

Dolly the sheep proves that videogames rule. Long before the world was amazed by cloning, seasoned players had seen it all before in the *Wing Commander* series, showing once more that where videogames tread, the rest of the world follows. So, just like the *Wing Commander* series, we can expect real-life cloned animals to become less and less amazing until you hardly raise an eyebrow when the same old scientists turn out another one. Bit like *Starlancer* really. So, is cloning good or evil? In games, just like in real life, that's a matter of opinion.

THE REST

The Roberts brothers have already turned out a flight of samey *Wing Commander* games (with more video than gameplay) and an awful movie. Now they're back with, shock horror, a *Wing Commander* clone.

EASY PC

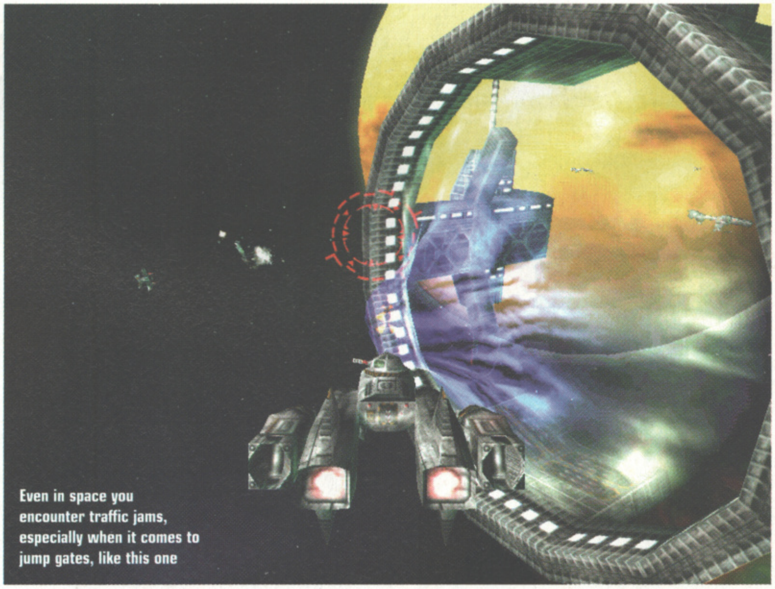
Despite the fact that *Starlancer* uses just about every key, with optional joystick or mouse controls, it's actually pretty easy to suss out. Most of the gameplay revolves around selecting a weapon, then a target, and introducing one to the other at high velocity. The rest is trying to keep a target in your sights. The fact that this looks so totally gorgeous helps, of course, but you have to wonder how long this one will last. Some time, if you've joined the Net revolution, because this has some great dogfighting action to be tried out online.

SPACE SOAP

Starlancer is packed with plot-setting speeches, briefings and storytelling devices. Between missions there's a lot of talking. Whether this is necessary or included to distract you from the linear, mission-based gameplay, remains to be seen. Surely they wouldn't make the same mistake twice?

COURT'S ADJOURNED

Starlancer is aiming to be an epic space battler with intricate plots and enough action to keep the blast-freaks happy, and we truly hope they deliver. But we'll wait until we get a review code before deciding which side of the force this is using.



Even in space you encounter traffic jams, especially when it comes to jump gates, like this one

CVG RECKONS

Looks awesome, but could be a bit linear and easy to cut it with the big boys. Wing Commander *all over again?*

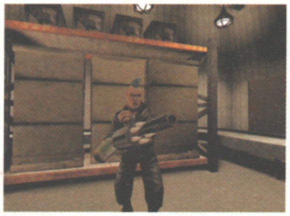
END

ROLEPLAYERS' REDEMPTION

VAMPIRE: THE MASQUERADE – REDEMPTION

OUT **JUNE** PLATFORM **PC**

Roleplaying games may no longer be the territory of sad geeks who think more of numbers than action – thanks to *Vampire*. Huge stages, plenty of action-packed rucking and a story that takes you from medieval Moldovia to modern day New York and London, awaits anyone who dares.

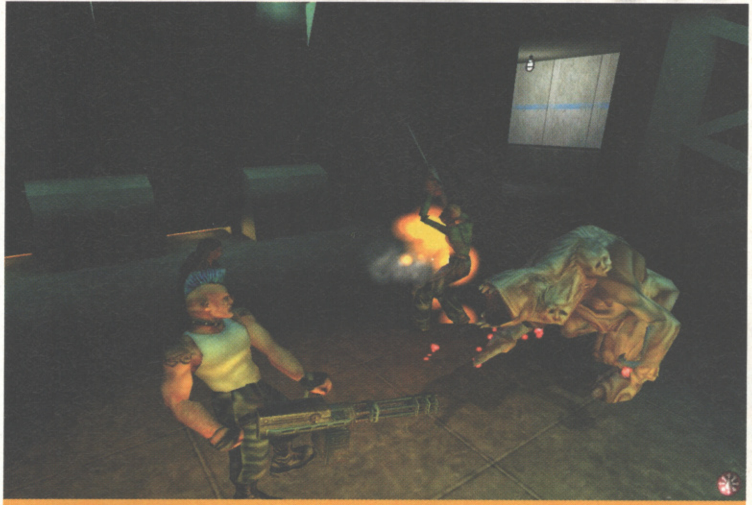


LOOKS THAT KILL

The quests take you through levels that look so incredible (rather than tedious dungeons and fighting creatures straight from Wes Craven's worst nightmare) that you actually want to explore every available space. The RPG elements are balanced so that you spend more of your time engrossed in the action rather than your stats, although experienced *Vampire* RPGers will no doubt revel in how close this sticks to the table-top game version.

MULTIPLAYER MAGIC

The multiplayer element of *Vampire* is really going to move the goalposts. Not only can you do the traditional wandering around and having a scrap or two, but you can also access a Storyteller mode where one player designs every element of the game in which the other guys can roleplay, including the design and look of the levels. Thanks to a simple interface, you can let your vampiric storytelling imagination run wild and create your darkest fantasies for your mates to explore. Ambitious it may be, but after playing it, it looks like they may have pulled it off. *Vampire* is set to be one of the year's RPG biggies.



CVG RECKONS

An action-packed RPG with real, ahem, bite.

END

JJB SPORTS MATCH DAILY STAR PUMA

YOUR TEAM COULD BE LIFTING THE WORLD CUP!

It returns football skills and fun to the streets in the fastest form of football on the planet, and what's more, Puma Street Soccer is watched by International Puma soccer stars, including World Cup Winning captain Didier Deschamps, Jaap Stam, Paul Ince, Martin Keown, David Batty, Kevin Campbell, John Hartson, Shaka Hislop and many more.

Boys and girls teams of 6 in the U16's and U14's age groups will compete to represent the UK at the **Puma Street Soccer World Finals in Kuala Lumpur, Malaysia.** At least 1 player will be offered **1 weeks trial at a Premiership Club.**

Regional qualifiers will be held all over the UK before a **National Final at The Millennium Dome on the 12th August** to decide which teams, plus 2 guardians, will collect their full Puma kit and **fly for free to play in this year's Puma Street Soccer World Finals on the 25th August.**

It's only £49.99 for a squad of six players to enter - just £8.00 per player!

EVERY regional player receives:
- **At least 45 minutes of match play per team**
- **Guaranteed attendance of 2 or more soccer stars at the event**
- **Discounted Family Travel package to the Millennium Dome**

Teams reaching the UK final receive:
- **FREE Puma kit**
- **FREE entry to the Dome**
- **Discounted travel and accommodation in London**

TO ENROL YOUR TEAM, representatives can complete the entry form below, or for telephone bookings and further information, call the Puma Street Soccer Hotline number: 0870 8457862.

On Entry each team will receive a players' pack including venue details, format for the day, rules and player's badges.

NB: Players must be aged within their competition group up to 25/08/00.

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✂ -

Fill in this form and send it with a cheque or postal order made payable to: Spirit Event Management Ltd.,
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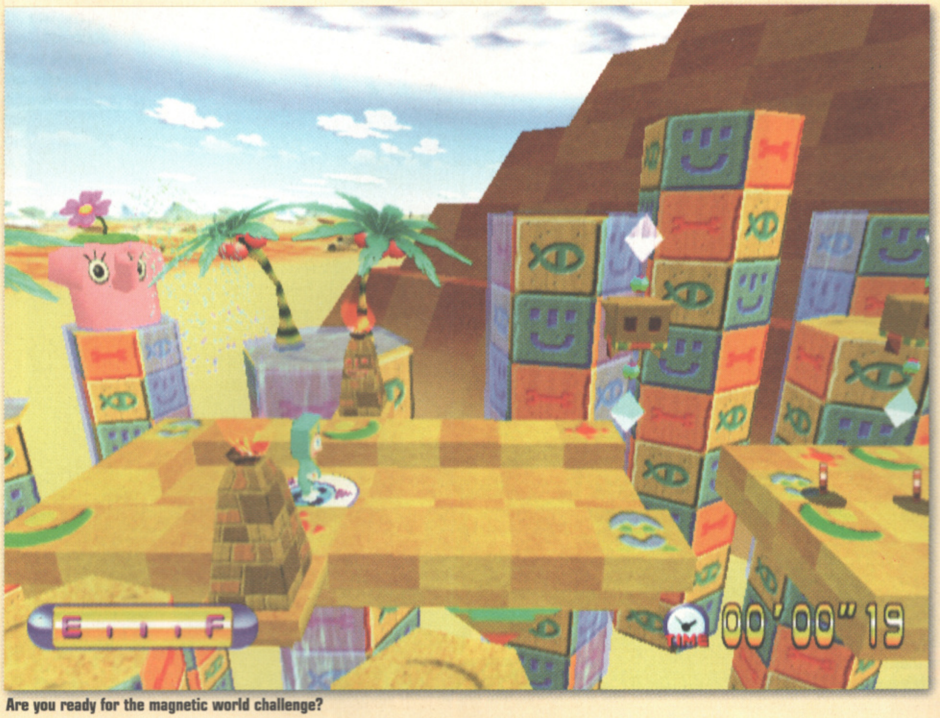
Guardian Name
Home tel.no
Email address
Address
Post code



Are you ready for the magnetic world challenge?

ATTRACT OR REPEL?

PREPARE FOR MAGNETICALLY POLARISED PLATFORM ACTION

WORDS & SCREENSHOTS **LEE SKITTRELL**

SUPER MAGNETIC NEO

OUT ***SUMMER*** *FORMAT* ***DREAMCAST***

There was a time, many moons ago, when you couldn't move for console platform games. Sega's Mega Drive, in particular, played host to a huge number of fantastic 2D action games. The move into next-generation 3D consoles however, has seen a decline in the number of platform games being developed and, up until the release of *Rayman 2*, Dreamcast only had *Sonic Adventure* to please fans. *Super Magnetic Neo* could be the game to pave the way for next-gen platformers.

THAT'S ENTERTAINING!

Super Magnetic Neo is a 3D platform game in the tradition of *Crash Bandicoot* – the player isn't free to roam the 3D world, but instead has to negotiate the series of challenges each stage offers. These are usually no more complicated than reaching the goal or defeating that level's cartoon boss creature. But watch out, there are many enemies to trounce and platform puzzles to stump you along the way.

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NORTH AND SOUTH

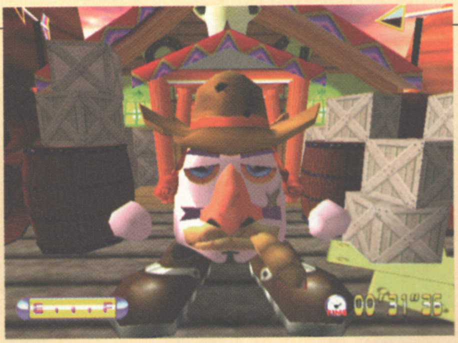
You control the game's titular hero, Neo, as you traverse the crazy cartoon worlds that have been viciously corrupted by Neo's arch nemesis, a foul-mouthed, dummy-sucking toddler. The main difference between Neo's adventure and other platform heroes' quests is that he can use his innate magnetic power to defeat baddies and solve puzzles. Neo can use both positive and negative charges and many of the baddies also have a magnetic charge. You can use your positive zap to repel positive enemies, or use your negative charge on the positive beasties to first attract them, then hurl them away. Puzzles are solved this way too, with you having to attract yourself to, and then repel yourself from, various obstacles to proceed.

READY... CHARGE!

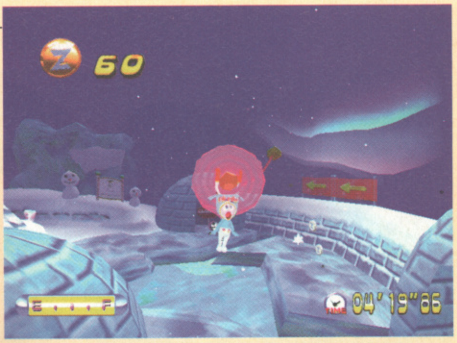
In Japan, *Super Magnetic Neo* was fairly well-received, though it was criticised for its harsh and often frustrating difficulty level. This is being tweaked and made more balanced for its UK release. The game is visually fantastic – the cartoon graphics are bold and full of character – but the lack of freedom to wander about in the game may not be to everyone's taste. This should at least go some way to appeasing platform fans hungry for new action.

CVG RECKONS

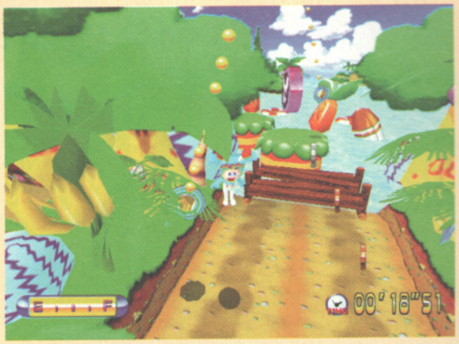
The winning mixture of weirdness and enjoyable gameplay should make up for players' lack of freedom in the game.



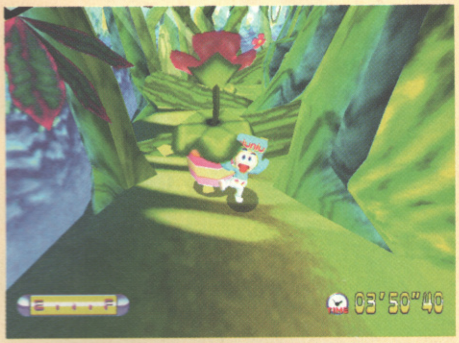
This Wild West Mr Potato Head is one of the massive bosses Neo has to fight



Neo can use his magnetic head to attach to lifts and swings to access new areas



The gorgeous cartoon graphics really add to the cute-but-weird atmosphere of the game



Little Neo's so cute that it's even more painful to watch him die a horrible death

STOP
IF GAMING IS YOUR WORLD, IT'S BEST YOU STAY AT HOME
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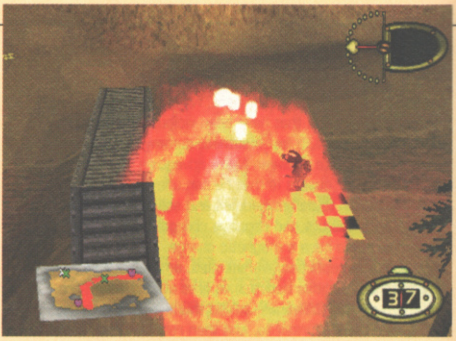
GAMES DELIVERED TO YOUR DOOR

SHOOT A PIG IN THE FACE

IT'S WAR, BUT IN A SANITISED, FUN AND CARTOONY WAY. DIE BITCH!

WORDS**DEAN SCOTT**
SCREENSHOTS**INFOGRAMES**

He's gonna squeal like a... pig



How would you like your pork, sir? Roasted, fried or grilled? What could be more fun than bubbling the skin off some swine with fire?

HOGS OF WAR

*OUT***JUNE** *FORMAT***PLAYSTATION**

A pig stands on the edge of a minefield. He's cowering in fear and squealing frightened pig noises. He doesn't want to die. You're stood next to him with a cattle prod, and you're going to zap him into the mines, blowing his fat arse into bacon strips. But he deserves it. That same swine popped you in the head with a sniper rifle last round, and it's a miracle you survived. Now he's really going to get it. The fact that he's your best mate makes it all the more necessary.

ALL THE RIGHT INGREDIENTS

Vengeance, spite, and a complete lack of mercy. Three essential qualities to any great multiplayer videogame, and *Hogs Of War* has got them all. Four teams of pigs war in turns on a variety of landscapes. Last pig standing is the winner. Comparisons will be drawn with the classic *Worms*, but *Hogs Of War* drags this winning formula screaming into the third dimension. During your

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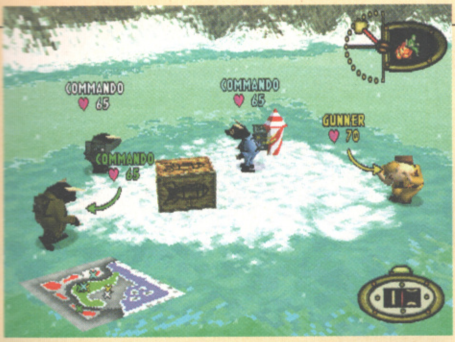
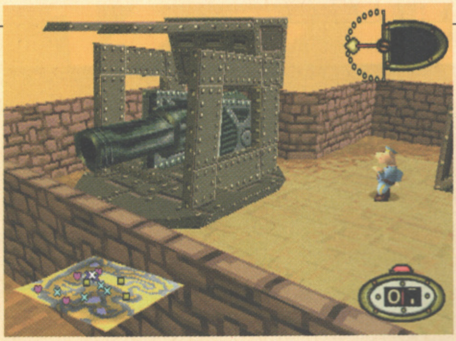
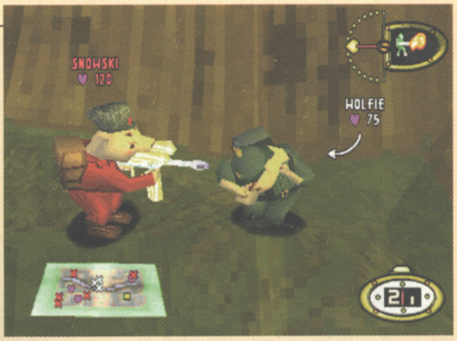


That yellow pig lives up to his colour, cowering in the corner. Small wonder, any one of those commando pigs could roast him



When handheld artillery just isn't doing the job, hop inside a cannon. It'll protect you from damage and give you more power to hurt pigs



The Russian pig victimises the German pig. Too close to the knuckle or a case of art imitating life? Who cares. Go Ruskie!

"VENGEANCE AND SPITE ARE KEY QUALITIES"

turn, you've got a time limit to perform an action. You can run around, jump or jetpack yourself into the range of a target, and then you let rip. Firing ends your turn.

FRY THOSE PORKERS

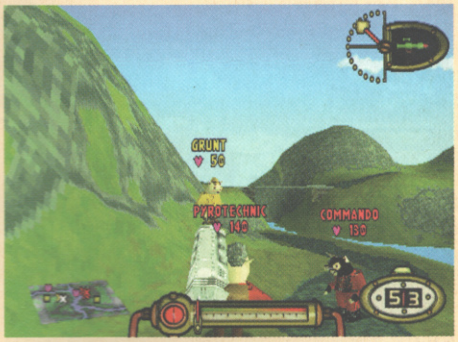
The weapons combine knives, trotters, sniper rifle, pistol mortar and bazooka. There are a total of 50 weapons with which you can toast the enemy pigs, and there's an almost infinite number of battlefields. Different pigs have different skills they can use, too. Any gun turret or tank you come across is yours for the taking.

THREE TRILLION LEVELS. NO JOKE

A level generator is included which makes worlds based on words you key in. Swear words, whatever. If your 'ringkisser' level turns out to be a winner, you can input the same name again to call up the exact same level. It's limited only by your imagination. How does it work? Maths, or something. The single-player game takes the form of a war fought out in many different battles, but you can't beat getting a few mates round for a scrap. It's competitive, and frequently hilarious. And a breath of fresh air in a market buried in fighting and driving games.

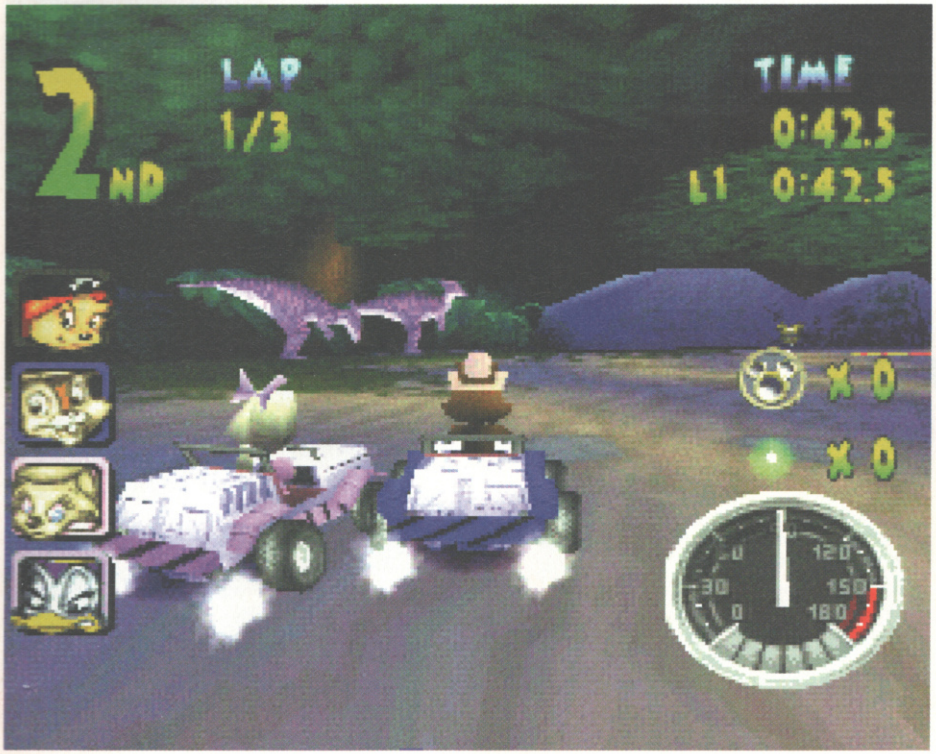
CVG RECKONS

Worms *in 3D with a little bit of* Cannon Fodder *thrown in. We can't wait.*



The reds break out the rocket launcher. If that pig is still in one pink piece at the end of this round, it will be a miracle

"So we meet again Mighty Gargantua."



MAGICAL MYSTERY BORE

ANOTHER *MARIO KART* WANNABE STALLS

WORDS & SCREENSHOTS **DEAN SCOTT**

WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR

OUT **JUNE** *FORMAT* **PLAYSTATION**

You've managed to squeeze yourself into an infeasibly small kart. Your raceway stretches out before you as a frenzy of primary colours and round edges. The boulders that will later attempt to dive down on top of you have even got eyes on them. Then a man on a cloud swoops down with the traffic lights. You've got about three seconds to admire the scenery before the race begins, after that you're locked in. Your eyes don't wander from the screen. You don't blink. You're compelled to compete. Your kart must be victorious. That was *Mario Kart*. Now let's talk about *Magical Racing Tour*.

WHAT UP, DOC?

Ever since Nintendo invented a sub-genre with it's cartoon racing classic, several bandwagons full of copyists have rolled through Consoletown. *Diddy Kong Racing*, *Crash Team Racing*, *Chocobo Racing*, etc. But any new challenger would need a roster of much-loved characters to race with, and you'd expect a Disney game to have that aspect sewn up. *Magical Racing Tour*'s swollen roster of racers includes Chip 'n Dale, Jiminy Cricket, Otto Plugnut, Oliver Chickly III and Moe Whiplash. Who? Where's Mickey Mouse? Where's Donald Duck? Nintendo has signed those up, actually. So what you get are a few extras from Duck Tales and those semi-famous Chipmunks.

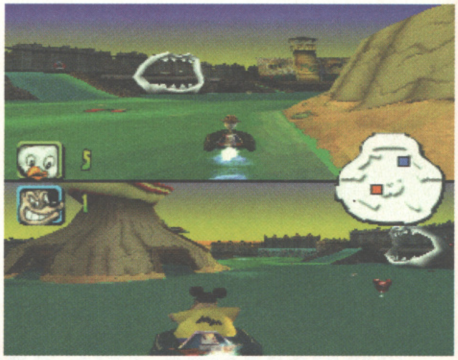
SHE AIN'T GOT THE MOVES

B-list characters then, but that shouldn't matter if the core racing thrills are in there. Eight tracks appear, each based on real-life Disney World attractions like Space Mountain and Pirates of the Caribbean, and they look gorgeous. But the karters pootle around them at a sluggish rate, and you'll find your eyes wandering around the room for an alternate stimulus as you chug down a straight. The weapons do little to lighten the tedium, and in two-player you feel so detached from your fellow racer, that at times you might as well be tackling a time trial. These kind of games thrive by offering a hit of pure adrenaline, but at the present time *Magical Racing Tour* just looks average.

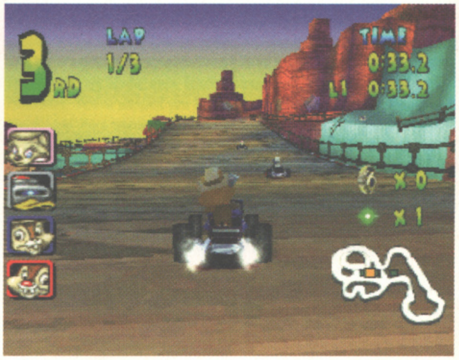
CVG RECKONS

The courses are great, but the gameplay currently lacks that raw competitive element. Doesn't bode well.

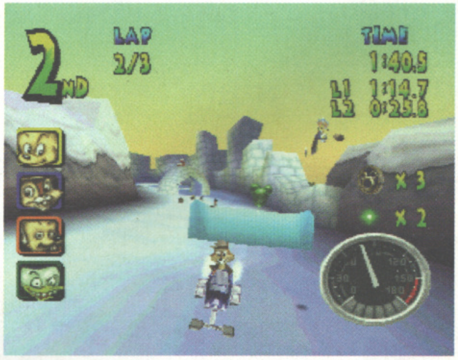
END



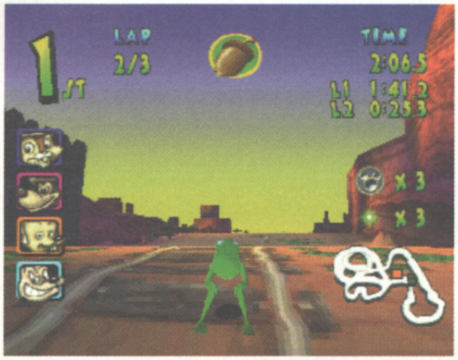
Player two may have a pair of Mickey ears but he's fooling no one

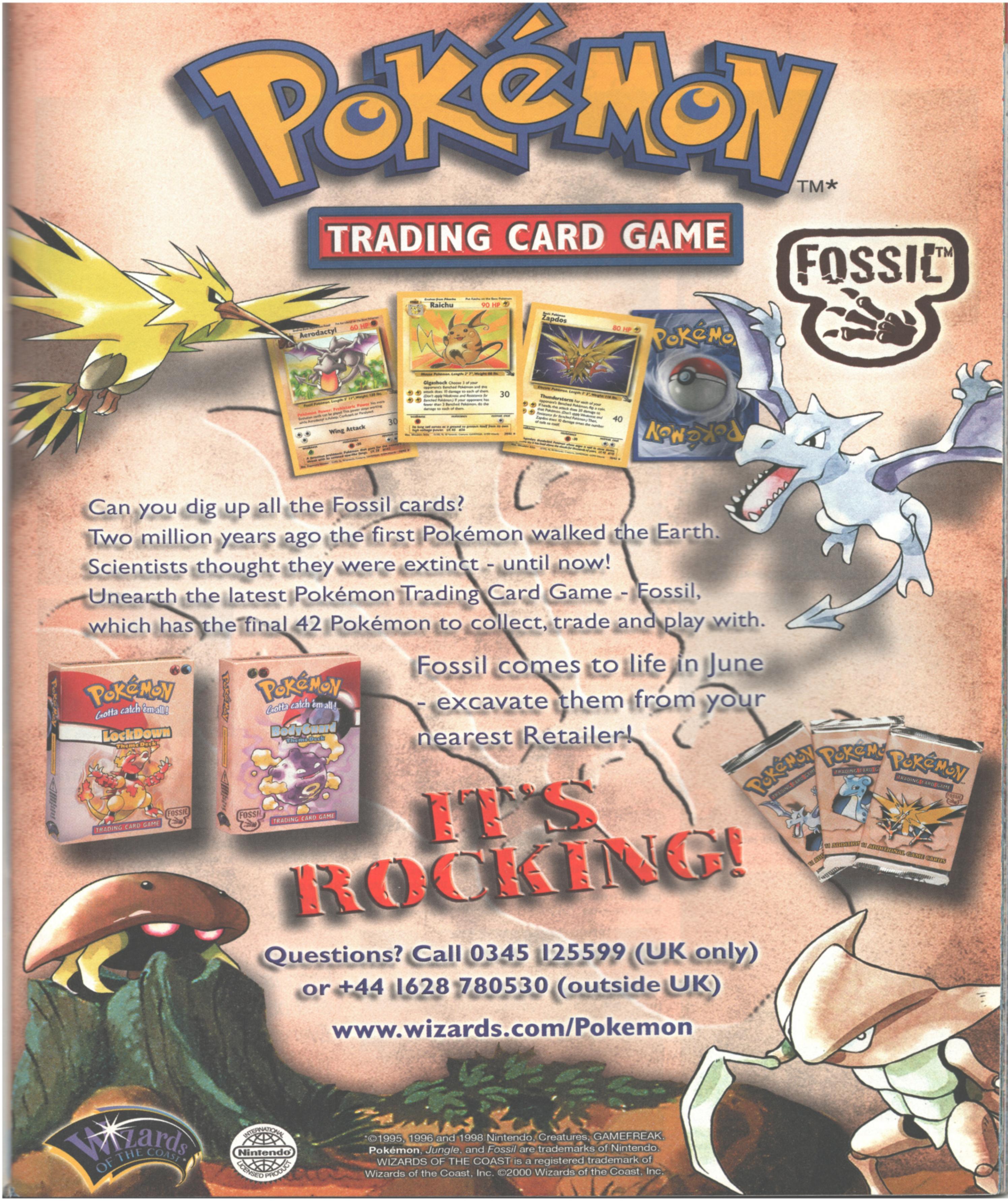


Each of the courses is like a Disney World ride – only less exciting



This chipmunk looks suspiciously happy for being in such a dull race




Aerodactyl 60 HP
Wing Attack 30
Raichu 90 HP
Gigashock 30
Zapdos 80 HP
Thunderstorm 40
Pokémon
Pokémon Gotta catch 'em all!
LockDown Theme Deck
BodyGuard Theme Deck
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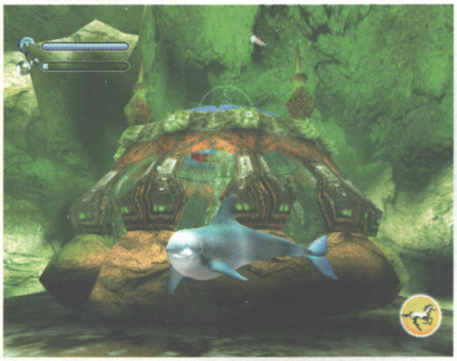
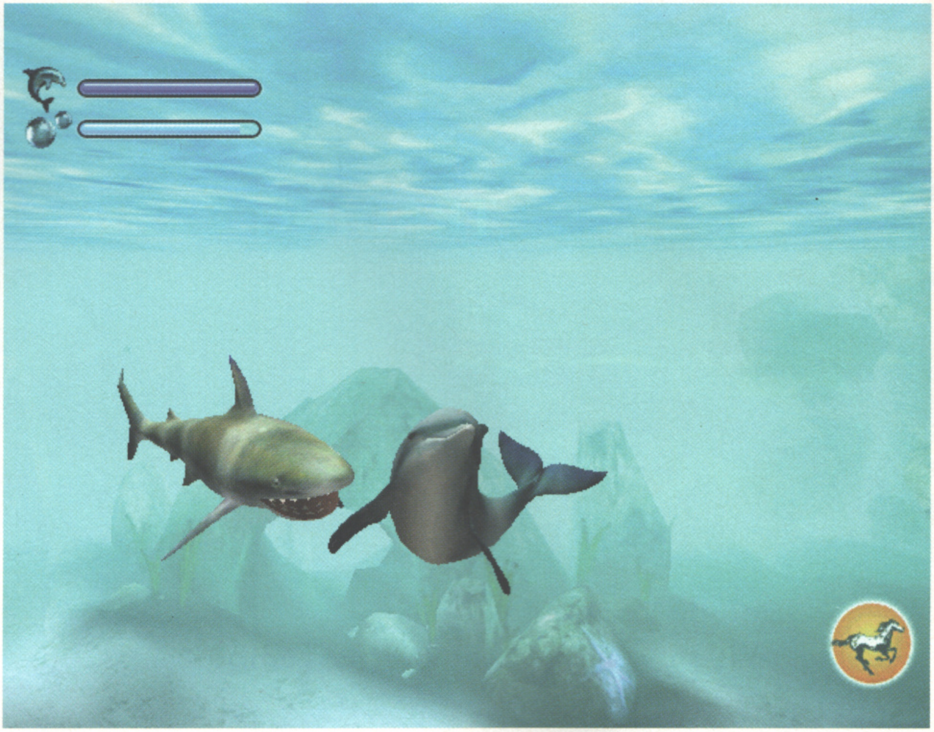
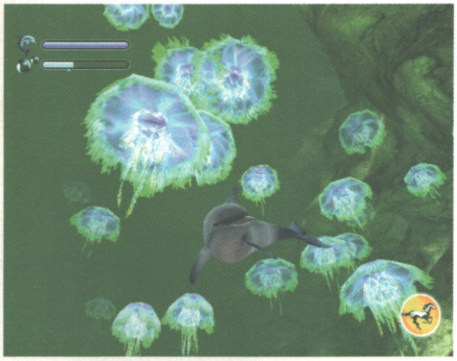




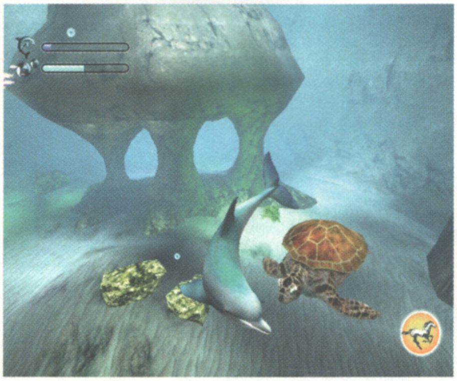
"SOMETHING VERY SPECIAL IS ABOUT TO UNFURL"

STUNNING QUEST LEAVES YOU GASPING FOR BREATH

WORDS**LEE SKITTRELL** SCREENSHOTS**APPALOOSA**



There are many hazards awaiting young Ecco, both natural and alien. These jellyfish can be a real pain to get past



Ecco has to find and rescue this turtle, then escort him safely home

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

OUT**MAY** FORMAT**DREAMCAST**

You probably won't remember the first time you picked up a game controller. The awkwardness and lack of co-ordination you experienced on your first ever gaming session is most likely lost in the mists of time, replaced by proud memories of your finest gaming moments. But taking control of Ecco for the very first time dredges up those memories.

INCREDIBLE JOURNEY

With a flip of his tail, Ecco begins to dart through the water at an alarming speed. Your first tug at the control stick will more than likely result in a high-speed underwater loop that will send Ecco – and your stomach – flying. Never mind the gorgeous underwater scenery spinning around the screen. Never mind the ultra-realistic movement of Ecco and his underwater pals. It's the complete sense of *Ecco* being an utterly different game that lets you know something very special is about to unfurl.

NATIONAL GEOGRAPHIC

The original *Ecco* game appeared on the Megadrive, but the graphics and gameplay on the Dreamcast update will blow you away. The development team has gone all-out to create an authentic – if stylised – underwater environment. The young dolphin has a skeletal structure around which realistic muscles and flesh have been simulated. The results are jaw-dropping.

LIKE NOTHING ON EARTH

The game is split into four identifiably different acts. These are determined by the underlying story holding the game together. The first act is set in real-life underwater environments and involves a great deal of learning techniques and tricks that'll help you later on. Further into *Ecco*, the story breaks away from exploration and descends into full-on sci-fi weirdness.

NO GUNS HERE

Ecco is an unusual title that requires you to learn a completely different set of skills and forces you to adopt a different gaming logic to negotiate the puzzles. And with 30 levels split over four acts, *Ecco* is sure to equally challenge and delight.

CVG RECKONS

Ecco is gorgeous to look at and pure pleasure to play. Everything feels fresh and you'll connect with Ecco's plight from the start. Review next issue.

END

The dizzy little fellas with the green hair and the blue bodies are back. But this time they've got themselves in a bit of a spin. Literally. They're falling over each other to jump into classic gaming action wrapped round and round more than 100 cylindrical puzzle levels. And with great new graphics, intuitive controls and gameplay that's easy to pick up but hard to master, you'll soon find out why it's the ultimate in crazy gaming.

Lemmings
REVOLUTION

It'll send you round the bend.

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WIN THIS LOT NOW!

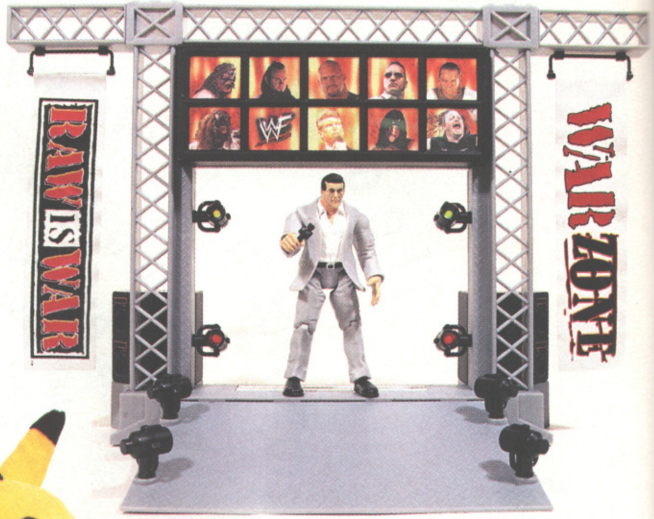
THE BEST COMPETITIONS ARE ALWAYS IN CVG

FLEXILIGHT (25 TO WIN)

FROM: BLAZE **£4.99**

A Lab Test 5/5 and a bargain price makes this Game Boy light an essential purchase for any serious Game Boy gamer. But before you go and buy one, why not try winning one?

■ **Question 1: The end of the Flexilight is shaped like the head of an animal. Name that animal.**



TITAN TRON LIVE (1 TO WIN)

FROM: KIDZ BIZ **£34.99-£39.99**

WWF bursts into life in your bedroom with the Titan Tron Live. Place your favourite wrestling figure in the arena and hear his entrance music blast out. Loud, bright, and packed with WWF atmosphere.

■ **Question 3: Titan is a moon of which planet?**

PIKACHU BACKPACK (X3)

FROM: GOLDEN BEAR **£19.99**

Now you can catch 'em all and store 'em in this ace Pikachu backpack. It's got a padded lining for extra cute appeal, and there's bags of room to store all your stuff.

■ **Question 2: What two colours are Pikachu's tail?**

PIKACHU GAME BOY BAG (4 TO WIN)

FROM: GOLDEN BEAR **£12.99**

Keep your Game Boy safe from the elements (and your baby sister's dribble) courtesy of Pikachu. This carry bag completes the Pikachu set, and there are more characters hitting the shops soon.

■ **Question 4: Which feline Pokémon hangs out with Team Rocket?**

PIKACHU PYJAMA CASE (X5)

FROM: GOLDEN BEAR **£14.99**

There's nothing worse than slipping into a cold pair of PJs. The fleecy lining inside this Pikachu pyjama case will keep your snazzy nightwear nice and snug until bedtime.

■ **Question 5: Jigglypuff evolves into which Pokémon?**

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Forget the rest – this is the only compo you'll ever need to enter. Every month we give you the opportunity to win the coolest, funkiest, most splendid products that you'd otherwise have to fork out for. You get loads of chances to win – just fill out the coupon with your answer to each question and we'll make a different draw for each prize. How many of each item we have to give away is indicated in brackets.

GAME BOY RUMBAPAK (X2)

FROM: WILD THINGS **£9.99**

It may be big, but this amplifier and vibration unit for Game Boy and Game Boy Color works a treat. Slam it in and enhance your playing experience. Scored a healthy 3/5 in last month's Lab Test.

■ Question 6: What company makes the Game Boy Color?

TITAN TRON READY SMACKDOWN FIGURES (X4)

FROM: KIDZ BIZ **£7.99 EACH**

You're gonna need some excellent characters to strut their stuff on the Titan Tron. Walk the figure through the arch and the metal contacts activate the wrestler's entrance theme. Collect them all.

■ Question 7: What do the initials WWF stand for (and it's not World Wildlife Fund!)?

THE IRON GIANT
UH-OH.
SOUTH PARK
BIGGER, LONGER & UNCUT
15

☞ SOUTH PARK: BIGGER, LONGER AND UNCUT (10 TO WIN)

FROM: WARNER HOME VIDEO (Cert 15) **£14.99**

Quite possibly the funniest (and rudest) animated film ever made, South Park is an absolute blast. It has everything: filthy language, bad-taste jokes, and Kenny's death. Fantastic.

■ Question 8: What's the name of the cranky school bus driver in the South Park series?

THE IRON GIANT (10 TO WIN)

FROM: WARNER HOME VIDEO (Cert U) **£14.99**

This animated movie, based on poet laureate Ted Hughes' story, is superb. The tale of a young boy befriended by a giant, metal-eating robot is a real treat and there's something for everyone in the film.

■ Question 9: On the periodic table, what is the symbol for iron?

WILD THINGS
mpa
multi-player adaptor
MEMORY CARD C

☞ MULTIPLAYER ADAPTOR (X2)

FROM: WILD THINGS **£17.99**

Sexy-looking multitap for four-player PlayStation frolics. Our Lab Test rated it 4/5, which makes it a great alternative to the official version. Link two for extreme eight-player challenges.

■ Question 10: How many taps would there be on eight standard baths?

WINNERS UPDATE – ISSUE 220

■ DRIFTERS ARE THE BEST
D. Smith, Kent
Raymond Hall, South Yorkshire
Nick Bartlett, Lancashire
Jake McMahon, Cheshire
Andrew Marmott, Leicestershire
Adam Jones, Cambs
Marc Reynolds, Devon
Paul Ford, Yorkshire
D. Martin, Middlesex
Matthew Combe, Lancs
Dave Hogg, South Devon
Sammy McCarthy, Southport

■ MOVE OVER BARBIE
Street Fighter figures: G. Nash, Glos.
FFVIII figures: Robbie Morris, Wilts.
Crash figures: Farhaan Mayet, London

■ *QUAKE 3* STRATEGY GUIDE
Richard Buxton, Staffs.
R. Franklin, Berks.
Ian Grove, Essex

■ *GT2* SWAG
Richard Lewis, Essex
David Morris, Wilts
Matthew Bullman, West Yorkshire
Jordan Collins, Ludlow
Ryan Davies, Lancs

■ SONIC IS A HEDGEHOG
J.E. Mason, East Sussex
R. Emberson, Kent
Kelly Gearing, Kent

PS2 COMPO WINNER

Our poor old postie burst a dozen blood vessels lugging all your entries, but it was spawny Andrew Nathanson who bagged the prize – our luvverly imported PS2. The delighted 20-year-old said: "It's brilliant! My mates will really, really hate me! It was my birthday last week so it's perfect timing." Now that's what we call a happy birthday.

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 223, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answer out the hat for each prize wins.

1 ....
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GIFT OF THE GABE

Your guide to saving the world

WORDS & SCREENSHOTS: MAURA SUTTON

THIS MONTH: Good as Gabe

Syphon Filter 2 **may be one of the best stealth 'em ups since** ***Metal Gear Solid*****, but it's also fiendishly difficult unless you know all the right moves. Getting sick of all those dome-opening headshots the baddies keep dishing out? We'll show you the best routes to take, where to find the secret switches, and how to avoid those frustrating sudden-death moments. Every single mission sorted. Every boss beaten.**

1: (

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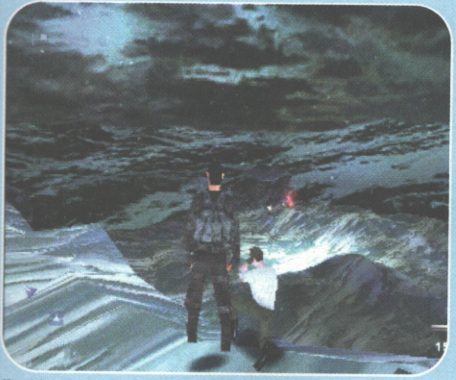
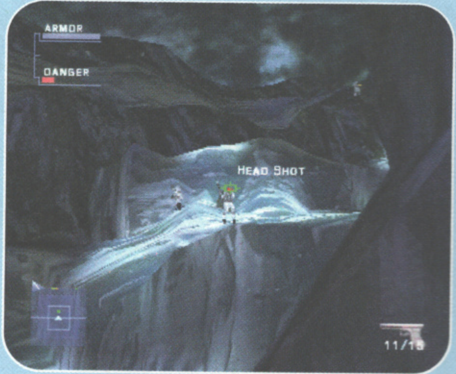
1: COLORADO MOUNTAINS

AGENT: Gabe Logan

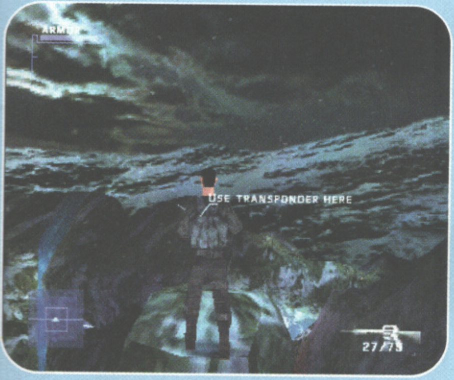
BRIEFING: Your transport plane which was carrying vital data discs has been downed by Agency missiles. You've managed to escape the crash by parachuting from the plane on to the mountain. Now you must find your way down the side of the mountain before locating the crash site.



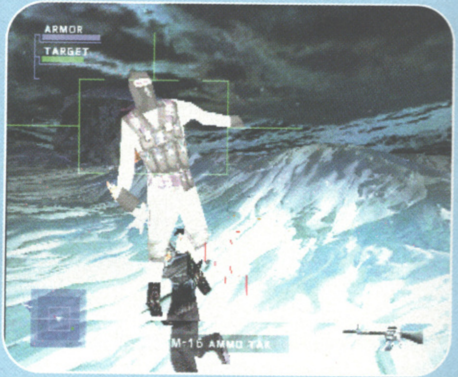
Head for the GIs by the wreckage. Talk to them, then climb up the wall and talk to the radio operator. Follow the GIs to the cave entrance. Pull yourself up on to the ledge and enter the cave. Talk to two more GIs and move forward, looking for Lieutenant Chance. Take the transponder from Chance when you reach him. Get ready for an ambush



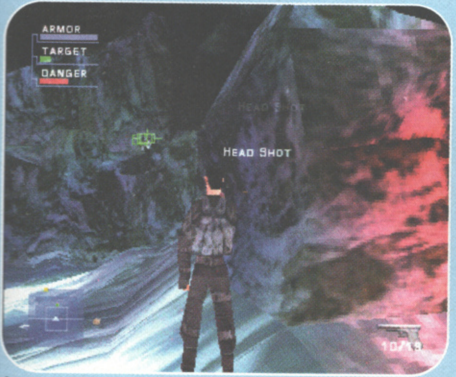
Run back into the tunnel, rolling (O button) to avoid the dreaded enemy headshot. When the tunnel caves in, head further back up the tunnel. Don't jump straight out into the open as there are loads of enemy snipers and they'll rip you to shreds. Stay in the mouth of the tunnel and use (L1 and L2) buttons to manually target headshots



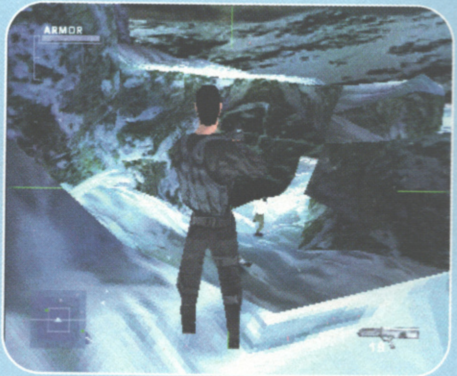
When you've capped most of the snipers, retrieve their weapons and pick up the shotgun from the opposite cliff. Head towards the red flares at the top of the mountain. When you hear the voices of the Agency soldiers, shoot them and then climb up on to the oddly-shaped rock. You can now use the radio to contact Teresa



Head back towards the plane wreckage. The GIs have been killed by Agency men. Take revenge using headshots to save ammo. Teresa will contact you on the radio. Pick up the explosives and head back to the avalanche site in the tunnel. Use the explosives to clear the blockage. Advance and prepare to face a barrage of enemy troops



Jump across the waterfall, taking the flak jacket if you need it. Run into the tunnel, climb the ledge and proceed until you find two GIs under sniper fire. Keep rolling towards the rock in the centre of the clearing to avoid the sniper's headshots. Hide under the rock, then use L1 and L2 to peek out and cap the sniper on the far ridge

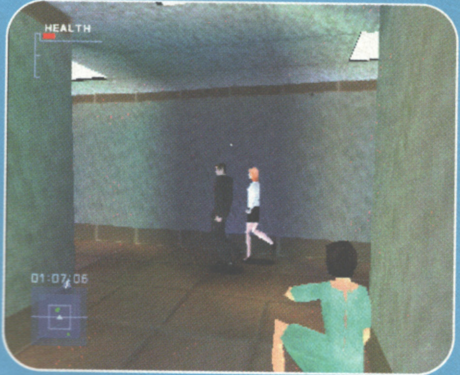


Climb up on to the rock and pick up the grenades. The sniper on the rock will run away so take him out now. Then retrieve the flak jackets and ammo from the corpses. Stay on the ridge to pick off the fresh wave of Agency troops who attack the GI's. Take the path at the top of the ridge to complete the mission

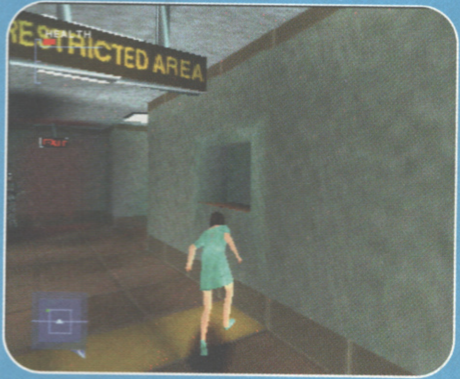
2: AIRBASE INTERIOR

AGENT: Lian Xing

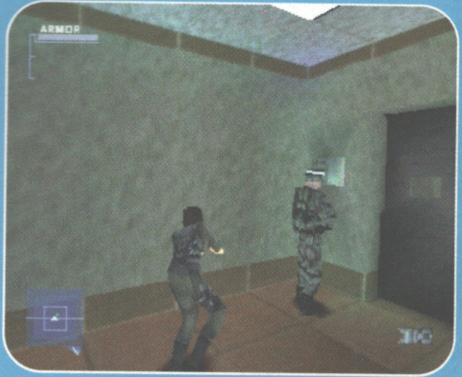
BRIEFING: You've been abducted by the Agency and must escape from the airbase. You need to find out information about Agency plans by spying on Morgan.



Wait until the soldier's back is turned before leaving your cell and heading right. Turn right again and creep along (X) until you see two people talking. When they pass by, enter the room and use the adrenaline booster. Exit the room and turn left, then go left and left again. Avoid the guard and slip into the open door halfway down



After the cut scene, press the switch to open the glass panel. Step into the room with Phagan's corpse. Go down the corridor diagonally opposite the room. At the Restricted Area wait for the guard to let his mate out. Crawl under the office hatch, turn right into the locker room

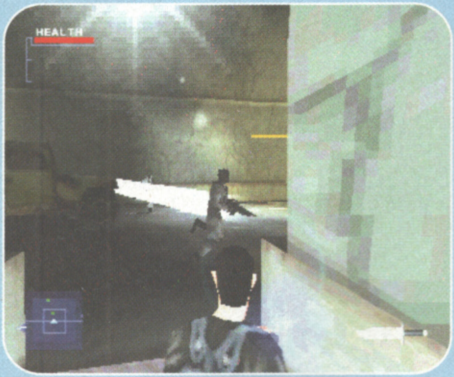


Take your gear from the lockers. Use the taser to stun the guard in the next room. Press the switch to his right. Run through the exit door before it closes. Hide in the first alcove to your left. Wait until the soldier passes and uses the intercom. Creep up on him and use the taser. Follow the corridor round and you'll soon be home free

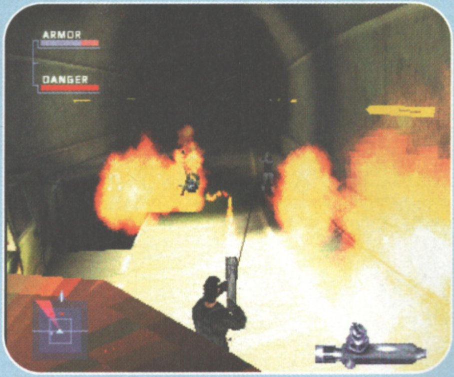
3: COLORADO INTERSTATE 70

AGENT: Gabe Logan

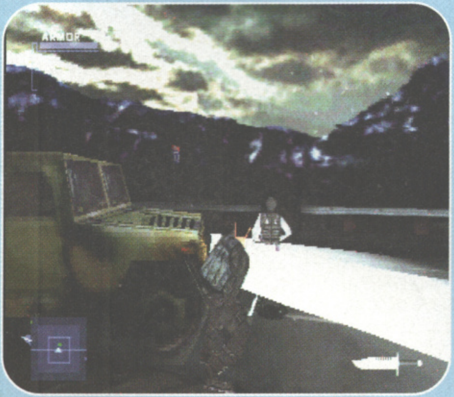
BRIEFING: Descending the mountain, you have come face to face with a tunnel full of armed Agency commandos. You have to get past them to reach the crash site. Chance will help you by creating a diversion.



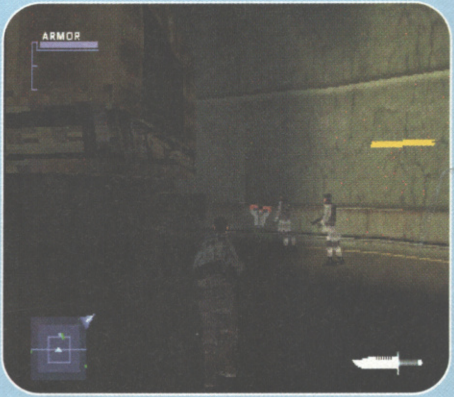
Run along the left side of the tunnel. Dodge into the first doorway. Don't open the door. Wait until two Agency commandos run past. Sneak past them further into the tunnel. Sneak round the next commander and use your knife to kill him silently. Take the ammo from the truck. Leg it back to the tunnel entrance to help Chance



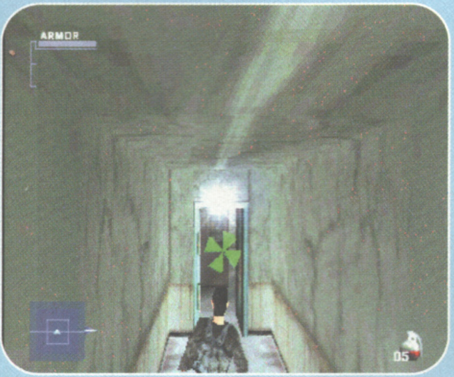
Go back into the tunnel with Chance. Open the door where you first hid, go left to find some binoculars. When Chance runs on ahead of you, follow him. You've walked into the middle of an ambush. You'll then be given automatic control of a flame-thrower. Use it to fry the enemy



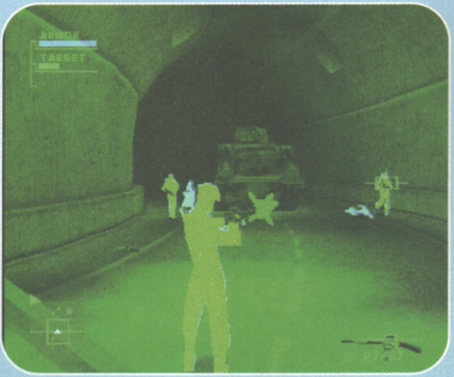
Proceed to creep up the tunnel, silently taking out the guards along the route. Exit the tunnel. Immediately run for cover to the left of the jeep. Crouch down and wait for the guard to stand in front of you. Creep up behind him and cut his throat. Cross the road and sneak along on the right, making sure the guard is walking away from you



Continue creeping along and knife the next guard you come to who is standing facing the road. Cross back to the left-hand side of the road and run past the two remaining guards. Chance will run past you. Follow him into the next tunnel. When you reach two APCs, Chance will offer to distract the guards



While the guards are questioning Chance, creep round the right side of the right-hand APC. Take the grenades from the back. Run back to the door on the right. Kill the guard in the room on the left for an H11 and flak jacket. Then proceed to the electricity room on the right

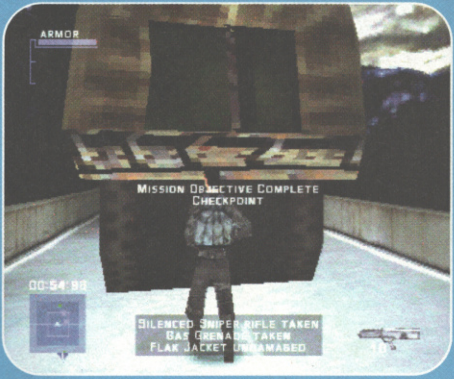


Toss a grenade into the electricity room using the (L1) manual-targeting button. This will short out all the lights in the tunnel. You will now be able to take out all the enemy soldiers with relative ease as you have night sights and they don't. Advance slowly, using headshots to conserve ammo. Piece o' cake!

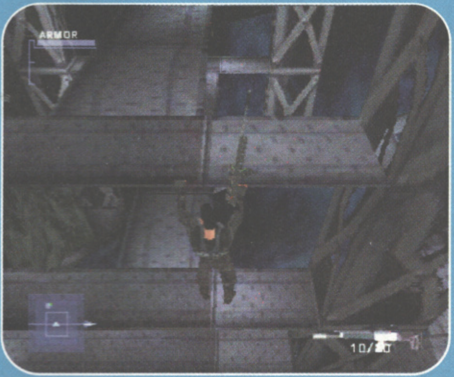
4: 1-70 MOUNTAIN BRIDGE

AGENT: Gabe Logan

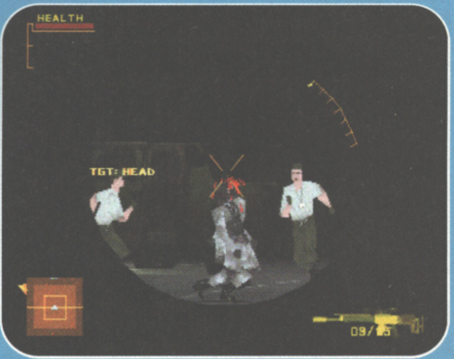
BRIEFING: The Agency wants to destroy the bridge to stop you leaving the mountain. Just to make sure, they also plan to drop Sarin nerve gas. Kill the Agency Commander and disarm the charges under the bridge.



Roll along the right side of the bridge to avoid detection. Stop when you hear the soldiers talking. While they're distracted, take the equipment from the back of the truck. Go back and use the gas grenades on the Commander, then polish off the rest of the guards with the sniper rifle



Use (L1 and L2) to look over the side of the bridge to make sure there's a girder beneath. Stand with your back to the edge of the bridge. Press (down) quickly to drop. Move around the scaffolding, taking out any soldiers. Disarm the bombs and head back up



Stop when you catch a glimpse of the enemy. Wait until one soldier is standing in front of the other and take 'em both out with one sniper rifle shot. The GI hostages will run with you down the tunnel. Use your grenades on the trucks that come roaring towards you, and polish off any survivors

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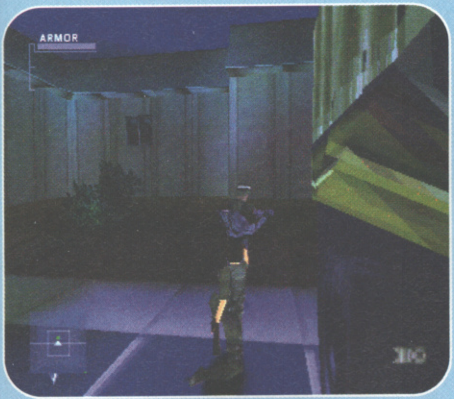
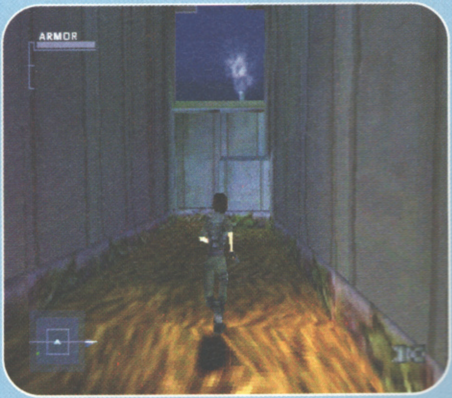
5: AIRBASE EXTERIOR AGENT: Lian Xing

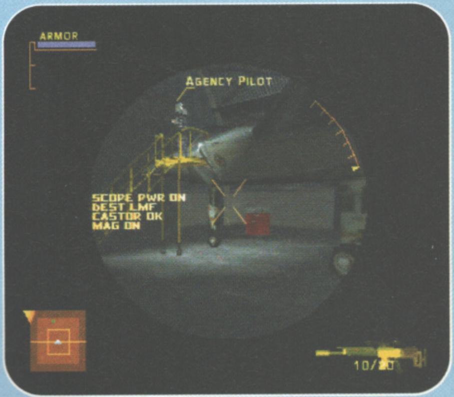
BRIEFING: You must find a way to the airbase control tower. Then you need to steal a helicopter to escape. Oh, and you're also infected with the Syphon Filter virus. Good luck.



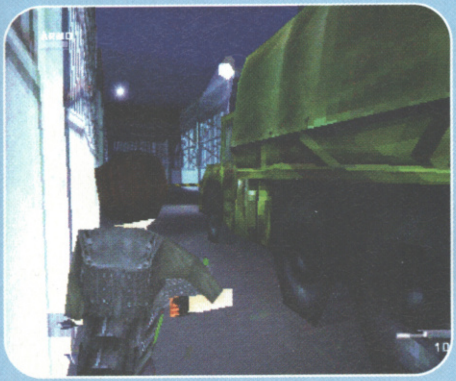
Listen to the conversation between the Sergeant and the airman, then creep along to the left, following the airman as he heads down the opposite passage. At the big yard you'll receive a radio message from Teresa. Sneak forward towards the truck. Wait until the guard turns his back and use the taser. Get the sniper rifle from the truck



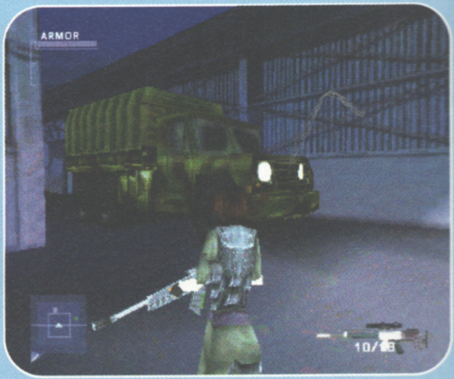
Avoiding the other patrolling airman, leg it towards the steaming chimney when he's walking away from you. Climb up and over the wall. Jump down on to the truck below. Guards will be alerted by your fall, so quickly run and hide to the left. When the coast's clear, sneak round the truck and climb over the crate in the warehouse



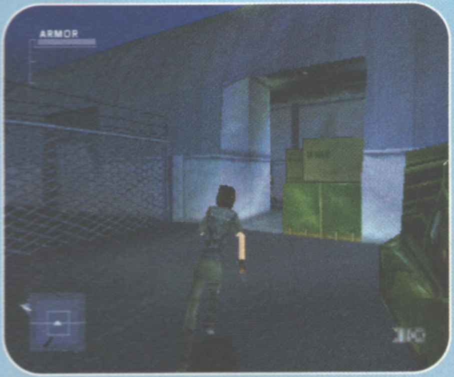
Sneak along past more crates until you turn a corner and hear a conversation between Morgan and his goons. When they leave, go in the same direction before branching off to the right. Press the green switch to open the aircraft hanger door. Keep going until you come to the plane. Walk round until you're facing the pilot and shoot him with the sniper rifle



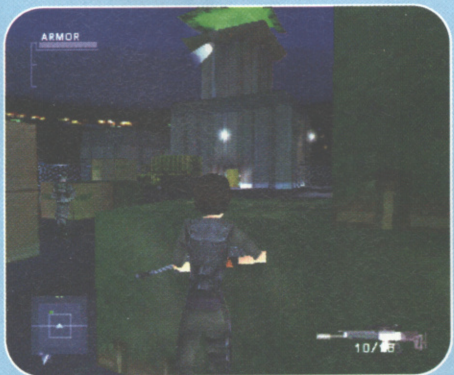
Walk under the body of the plane and sabotage the undercarriage. A guard will enter the room so crouch down behind the crate and then creep up and use the taser on him. Exit the aircraft hanger and head round to the right, avoiding the two patrolling airmen. When you reach the truck, use it for cover while you shoot out the giant searchlight with sniper bullets



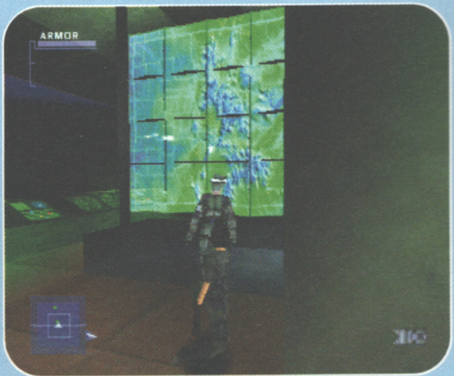
Move ahead until you come to a main road with trucks rolling past. Run alongside one of the trucks to use it as cover. When you reach some wooden crates on your right, drop off and run across the road into the warehouse entrance. Stun the soldier with the taser, then enter the huge hanger. Approach the exit and you'll hear Holman talking. When the coast is clear, exit the hanger



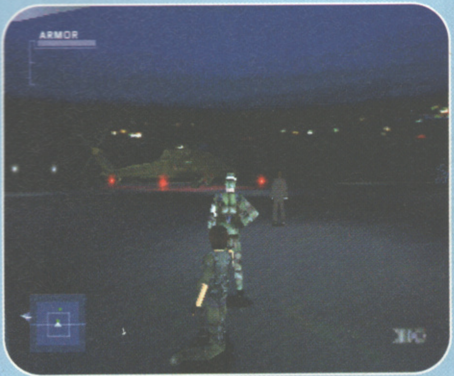
Follow Holman back into the hanger. When he dismisses the GI, creep up behind Holman to trigger a cutscene. Get all the information you need from Holman before heading back outside toward the Control Tower. As you progress, hide behind the wooden crates to avoid detection by GIs. Head for the far left of the huge compound



Hide behind green crates until the GI has passed, then use sniper bullets to shoot out the huge searchlight. Now sneak into the yard and stun the GI with the taser. Head for the yellow truck to the left of the tower. Press the ignition switch to send the truck rolling backwards. Run behind the wall to the left to hide from the guards



When the guards are distracted, run through the tower doors. Turn right and ride the lift to the Control Room. Wait until the GIs have stopped talking, then turn right out of the lift and follow the room round until you reach the GI looking at a map. Use the taser on him then run quickly round the room and tase his mate

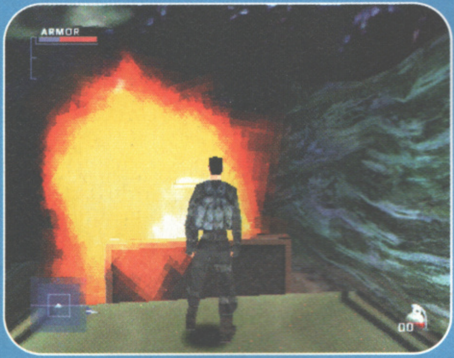


Press the switch on the wall near the map to get the transponder code. Go downstairs and head straight up towards the helipad. Use the taser on the GI and then quickly shoot the Agency goon in the head to stop him getting on the chopper. Run round to the other side of the helicopter to get on board and head for safety

6: COLORADO TRAIN RIDE

AGENT: Gabe Logan

BRIEFING: You've hitched a ride on a freight train which will take you towards the crashed C-130 plane. Make your way to the engine to stop the train.

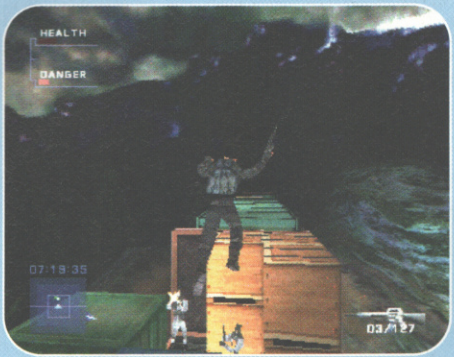


Jump down to pick up the flak jacket in the first carriage. Then make your way along the roof of the train. Use your one grenade to take out the first three enemies, then keep running, jumping and shooting. If they start throwing grenades at you just keep moving. Fast!

7: COLORADO TRAIN RACE

AGENT: Gabe Logan

BRIEFING: An exploding oil tanker has torn the train in two and Archer's men have destroyed the railway bridge up ahead. You must stop the train before it reaches the gorge.

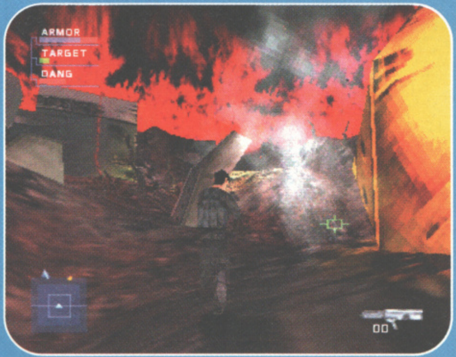


Just keep legging it towards the front of the train and you should make it with time to spare. You'll be able to jump over most of the guards that shoot at you, otherwise take 'em out with a swift headshot and continue on your way

8: C-130 WRECK SITE

AGENT: Gabe Logan

BRIEFING: The Agency men have beaten you to the plane crash site. You'll be dropping in on them via parachute. Intercept Archer, reclaim the data discs and meet Lian at the rendezvous point.

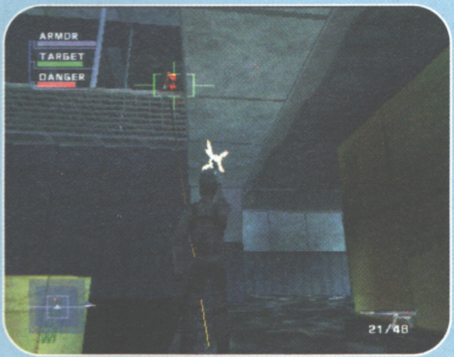


Make your way towards the tail of the plane. Keep rolling forward to prevent getting caught in a headshot lock. When you reach the disc case at the plane tail, Archer will run off with the discs. Chase him back to the beginning of the level and finish him off quickly

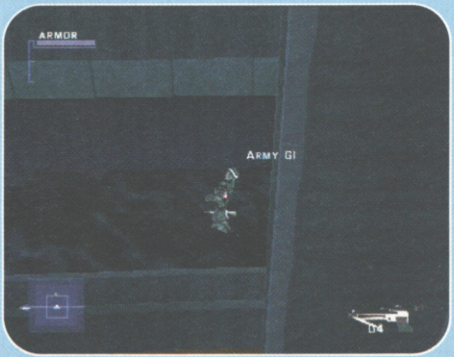
9: PHARCOM EXPO CENTRE

AGENT: Gabe Logan

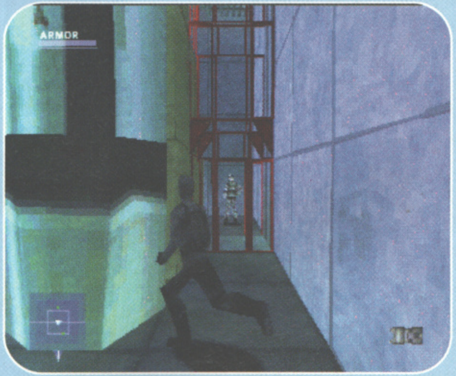
BRIEFING: Morgan wants the encryption codes that Phagan has hidden in the Expo Centre. Get to them before he does.



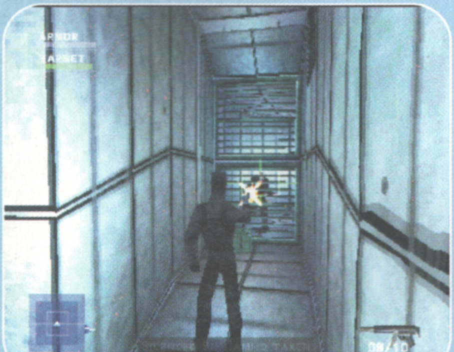
In the first few rooms of the Centre use a silenced weapon to take out the Agency goons. When you reach the room with a black metal walkway, take out the shooter above then climb up using the crates. Shoot out the grate, then climb up and slide along the vent



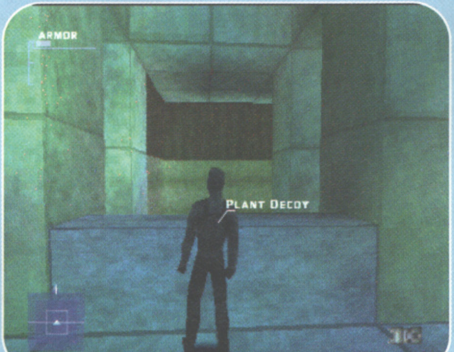
Shoot out the second grate with a silenced weapon, then shoot a tranquilliser dart at the GI below. Jump down and run along to the far side of the room. Crouch and listen to the GIs' conversation. Wait until one of them runs past you. Sneak up and stun them



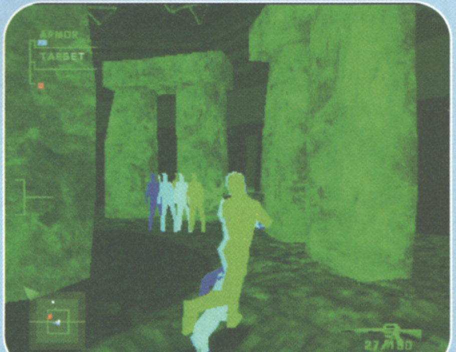
Climb on crates in middle of room and use tranquilliser dart on GI below. Through the door into locker room. Listen to GIs talking then sneak up, stun GI and nick his magazine. Go through set of doors. Use tranquilliser gun on GI's on upper walkways. Climb up crates



Jump across to the walkway, shoot out the grate. Crawl through. At a big grate, pick up the grenades and shoot out the small grate in the wall. Crawl along. Jump down, go left. You're at the Inca exhibit



Climb down the crates. Take left corridor. Stun the GIs in the China Exhibit. Place the decoy where prompted. Shoot the grate above corner crate. Crawl through the vents. Keep moving past large fans



Through Egyptian exhibit. Head for far right vent. Climb and crawl. At dark area, turn right. Drop down into exhibit. Turn left into Stonehenge room. Climb crates. Leap stones, shoot vent, crawl to freedom

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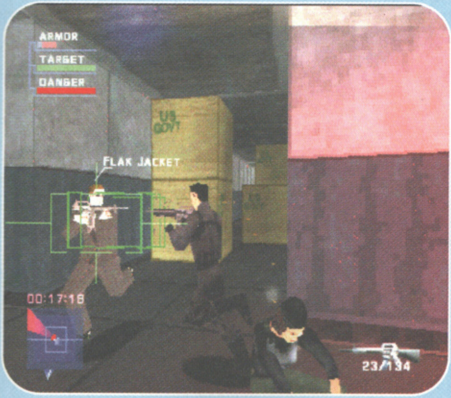
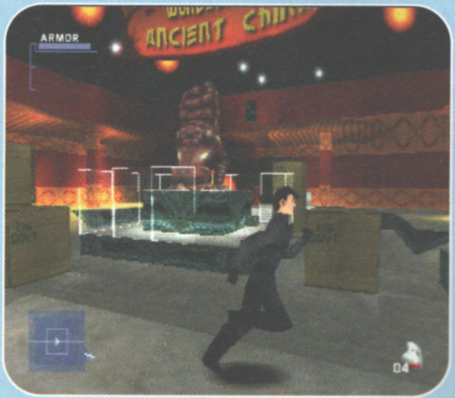
10: MORGAN AGENT: Gabe Logan

BRIEFING: Morgan has seized the encryption discs and is now trying to blow up the Expo centre. Protect Teresa as she disarms the bombs. Don't kill Morgan until all the bombs are disarmed.



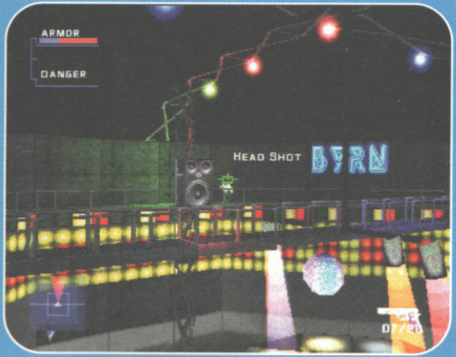
Follow Teresa as she diffuses each bomb, making sure you take out any enemies quickly before they can reach her. Most of the enemies won't be wearing flak jackets so you can use your automatic targeting button (R1) and just blast 'em. When Morgan starts running away from you, chase him quickly and make way for the final showdown



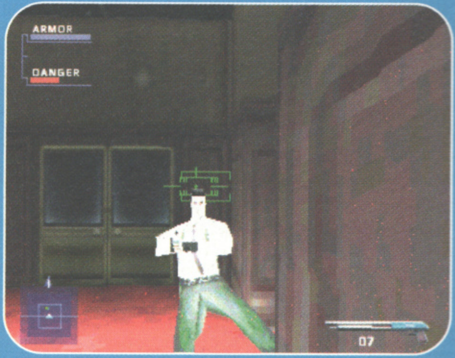
You're now locked in a room with Morgan, who is trying to kill you. Roll around the edge of the room in a counter-clockwise direction to avoid his headshots. Then leg it up the stairs and crouch down by the wall. You'll be able to hide until Teresa gives you permission to kill him. Now toss a grenade and put his lights out for good

11: MOSCOW CLUB 32 AGENT: Lian Xing

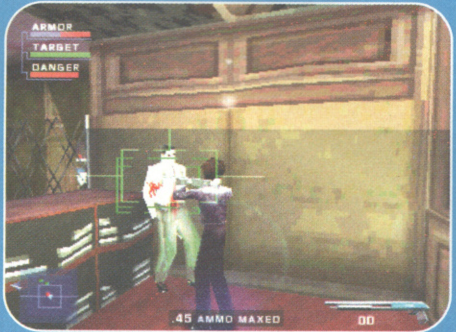
BRIEFING: You're supposed to meet Gregorov in a trendy Russian nightclub. However, Mara Aramov has turned up and scared him off. Catch him and get the data discs.



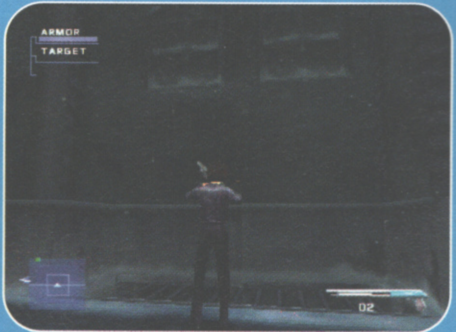
You'll be attacked from all sides as soon as the mission starts, so keep calm and pick off as many shooters as you can. When the coast is clear, walk along the gangway in the middle of the nightclub. Jump across the gap and drop down



Leave the disco floor and keep moving through the corridors, taking out any Agency goons. At the dead end, shoot out the wall grate, climb up. When you come to a room, shoot the two guys before jumping down. You're at the front entrance to the club



The Russian Militia are waiting at the nightclub entrance, so roll across the lobby and hide behind the desk. If you kill the Militia men it's instant mission failure. Shoot the Agency guy behind the desk and press the switch on the left. A secret door will open behind you

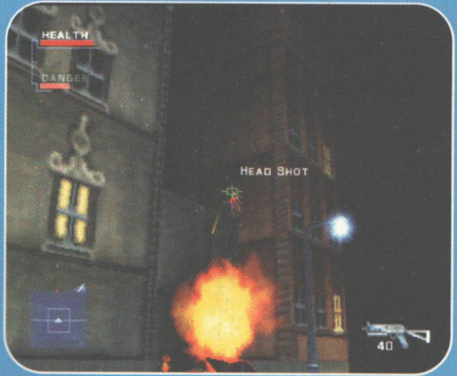


Go through door and move along corridors shooting Agency men. When you come to a corridor guarded by two Russian Militia men, roll across towards the toilets. Shoot the guy taking a leak, have a chat with Gabe on radio. Shoot out the toilet window and exit

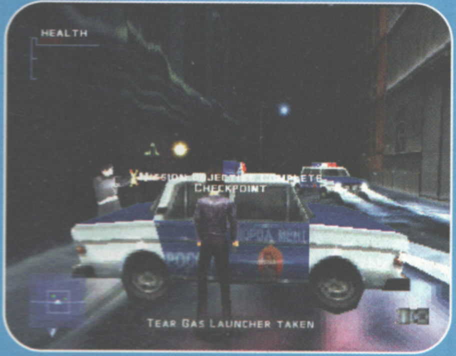
12: MOSCOW STREETS

AGENT: Lian Xing

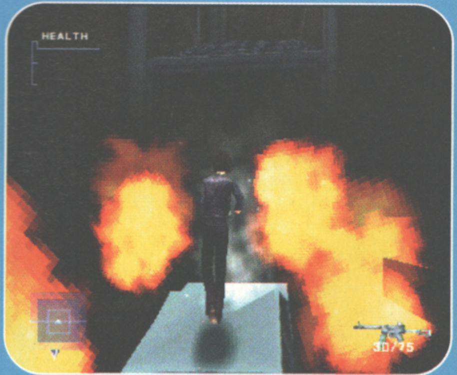
BRIEFING: Gregorov is running for his life in the Moscow streets. Chase him and persuade him to help you. Above all, keep him alive.



Turn left to get the flak jacket from the police car. Turn right and avoid the nutter chucking grenades off the roof. Run through tunnel and shoot the Agency men. Gregorov will turn left so follow him, but watch out for the two snipers on the rooftops above the red car. Take them out and pick up the nightvision rifle they drop



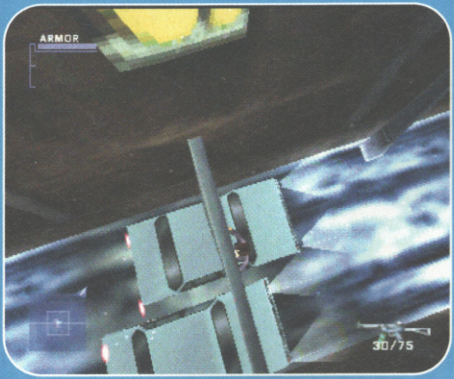
The Russian Militia have set up roadblocks so you have to find a way of distracting them. Go round to the front of the nightclub where the Militia men are still involved in a shootout. They're too busy to notice you, so sneak up and take the gas bombs from their car. Then head back to the Militia blockade and use the gas bombs



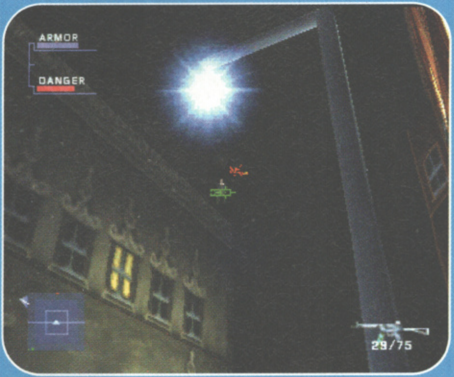
Pursue Gregorov down the alley. Keep rolling to avoid his headshots. Follow him when he goes right, but watch out for the white car: it will try to run you down. Jump into the alcove to the right to avoid it. Leap the car wreckage and jump onto the ledge. Follow Gregorov to the left and jump over the gaps

13: MOSCOW STREETS cont.

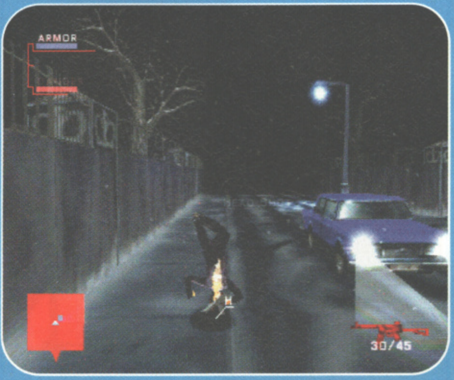
AGENT: Lian Xing



Jump down into a long alleyway lined with snipers. Ignore the snipers and run to the left. When you come to the metal bar across the road, jump up and swing on it to avoid two more crazy cars. Run forward and Gregorov will start to shoot at you again. Keep rolling towards him to avoid the bullets. Turn left into the main street



Keep heading left down the main street. Take out the snipers on the rooftops to the left or they will make life very difficult with their grenades. Eventually you'll see Gregorov. Start rolling again to avoid his bullets and follow him as he turns into a road on his left

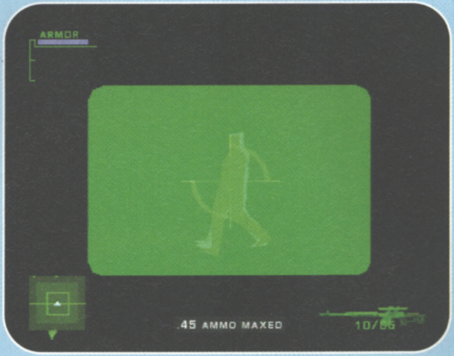


Keep following him, using the parked cars as cover. Be careful when you cross the road as there are more kamikaze cars trying to run you down. When Gregorov turns right, follow him into the park entrance. Mara Aramov pulls up for a little chat and your elusive Russian friend legs it into the darkness of the park

14: VOLKOV PARK

AGENT: Lian Xing

BRIEFING: Gregorov is on the loose in Volkov Park. Chase him, but keep him alive at all costs.



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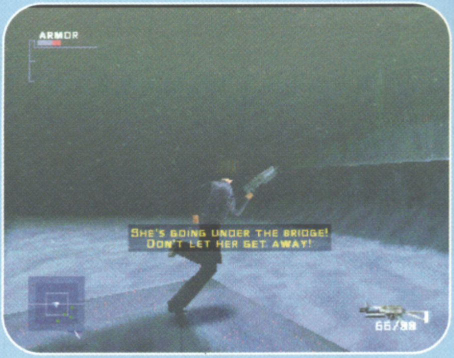
Before you can chase Gregorov you have to kill the guards in the park. Hide behind trees and use the nightvision rifle to pick them off at a distance. Then use your map to check Gregorov's location. Just keep following him round, resisting the temptation to shoot him



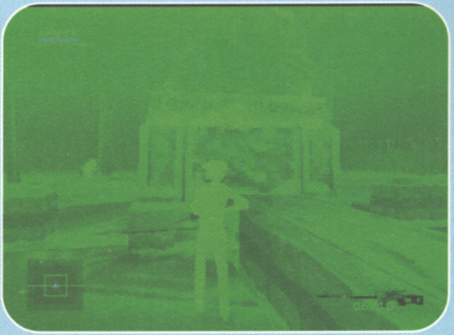
SHE'S GOING UNDER THE BRIDGE!
DON'T LET HER GET AWAY!

When you reach the heavily guarded bridge, leap over the side and run to the left to lure them away from their post. Sneak slowly back towards the bridge, picking them off at a distance. Climb back up and cross the bridge. Get ready for your showdown with Gregorov

15: GREGOROV

AGENT: Lian Xing

BRIEFING: You have Gregorov trapped in the park. You're not allowed to kill him, but he's after your blood. Use the taser to stun him without getting killed yourself.

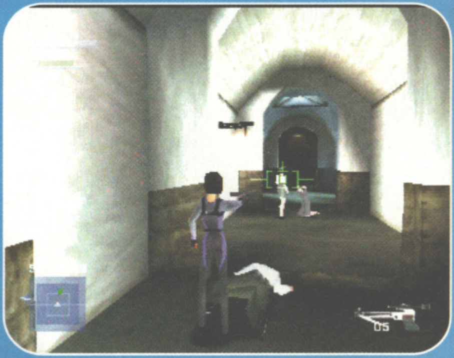


Shoot out all the lights with the sniper rifle to plunge the park into total darkness. Using your automatic nightvision you can now sneak up behind the unsighted Russian and stun him. About time too!

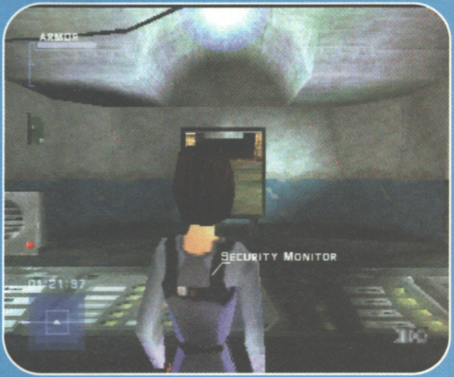
16: ALJIR PRISON BREAK-IN

AGENT: Lian Xing

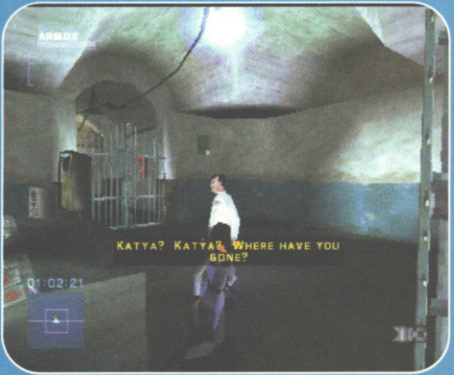
BRIEFING: Gregorov has been captured by the Agency and is now awaiting execution in a remote Russian women's prison. Rescue him and try to help the women prisoners.



Leave the shower area and head for the cell blocks. When you see two officers beating a prisoner, sneak up behind them and stun them with your taser. When you reach the cell blocks, edge your way along, taking out the guards with the tranquilliser darts. Save the second woman you come to. Go back and use the service lift



Go ahead from the lift. Sneak past the guards. At the gate, avoid the cameras by moving when the light is off. Wait for the first guard to pass through the gate and sneak through with the second. Use the taser on the desk girl. Use the desk switch to open the next gate



KATYA? KATYA? WHERE HAVE YOU GONE?

Use the taser on the guard who comes through the second gate to investigate. Enter small door on the left. Wait until the guard on the other side of Cell Block 6 does his rounds. Sneak along walkway and use the taser on the guard patrolling ahead. Turn right and you've found the power switch which signals the end of the mission

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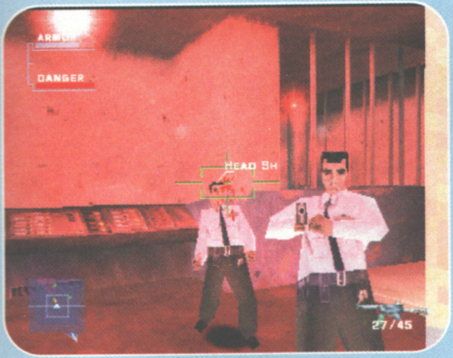
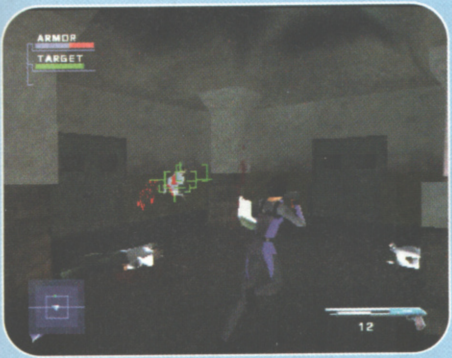
17: ALJIR PRISON ESCAPE

AGENT: Lian Xing

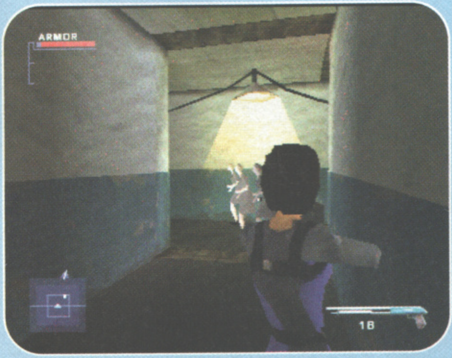
BRIEFING: Switching off the power to prevent Gregorov's execution has sparked a security alert. Free Gregorov and escort him to the pick up point outside the prison.



You'll come under immediate attack at this point, so just keep rolling around to avoid lethal headshots, and use pillars and walls for cover. When you've taken out all the shooters, head towards the next cell block. Be warned, you'll face lots more Agency goons shooting at you across the cell block. Pick them off and go through the door on the left



Move carefully along the corridors, using L2 and R2 to peek round corners. You'll eventually come to a red exit door. Run quickly up the stairs opposite. Two Agency men will burst through the door. Run past them into a room full of guards. Roll around to the left and take cover before picking them off. Enter next room and free Gregorov

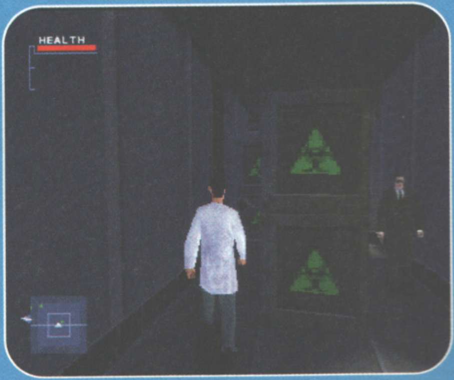


Escort Gregorov through the cellblocks. Follow his instructions to escape from the cells. When your way is blocked by the two crazy prisoners, go back to the cells and pick up the tear gas dropped by a warden. Use it on the women and head outside to the prison yard. Take out as many guards as you can while protecting Gregorov. Use the lift to the far right, then head along the wall to freedom

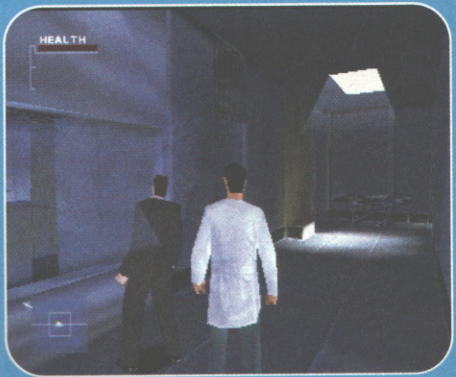
18: AGENCY BIO LAB

AGENT: Gabe Logan

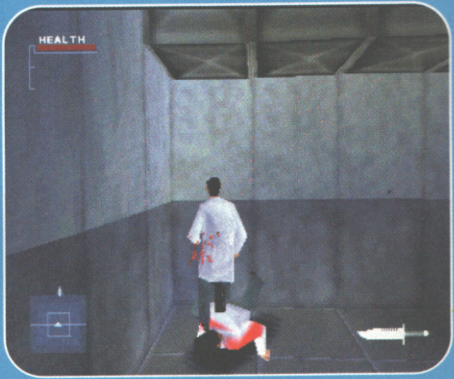
BRIEFING: The Agency has double-crossed you and are holding you captive. Disguise yourself as a lab worker, find the high security complex and synthesise the vaccine.



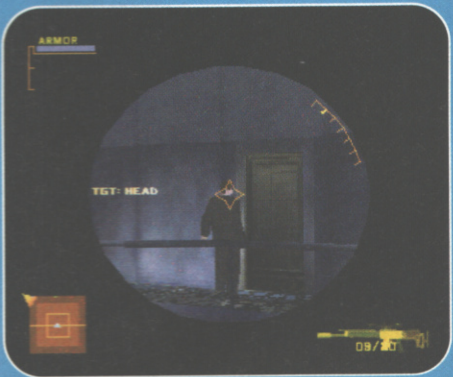
Turn right when you leave your room and then right again. Listen to the guard's conversation, then sneak through door A3. Creep past the guard and turn right. Wait until the guard passes by at the top of the corridor. Turn right and then left. Hide behind crates until the guard walks past. Carefully make your way past the crates to the far door



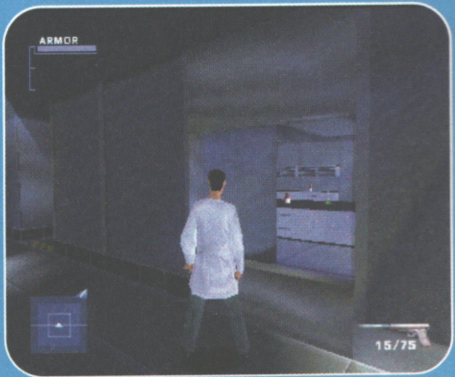
Go through two successive doors marked A1. Watch out for the guard by the second door. Turn left, then right. You'll see a guard looking through a large window. Sneak behind him and pick up the knife from the hospital trolley. Keep walking to the right and go through the next A1 door. Go through the black sliding door on the right. Access the computer



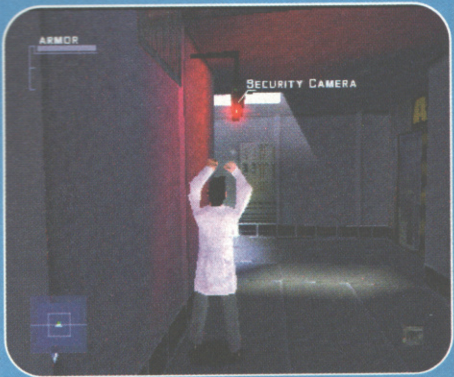
Exit the room, keeping an eye out for guards. Turn left, left and then right through another black sliding door. Walk up the ramp and get sprayed with stuff. Exit down the ramp and through the sliding door. Sneak up behind the guard and cut his throat. You've reached a large room with two cells on the basement level. Enter the room to the right, kill the scientists and use the computer



Retrieve your combat gear and weapons from the locker. Leave the room and use the sniper rifle on the two guards. Go down and talk to Ramirez in the cell. Go back up the ramp and try to use the next sliding door. It's locked so you have to get the System Administrator's key to open it. Go through the sliding door at the back of the room



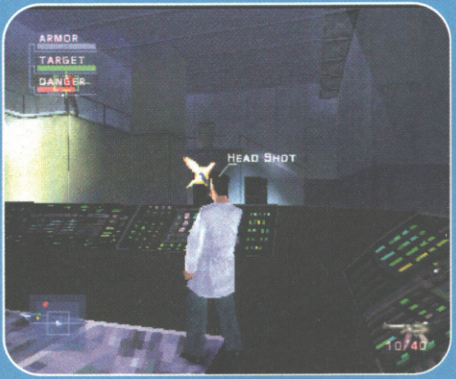
Disable the security camera with the gadget you've just picked up. Proceed down the ramp and turn left through door A2. You've reached the Synthesis Lab. It's sealed. You have to find a way in. Head through door A3, turn right until you reach the green Exit sign. Turn left, then right. Silence the goon. Turn right and silence the next one



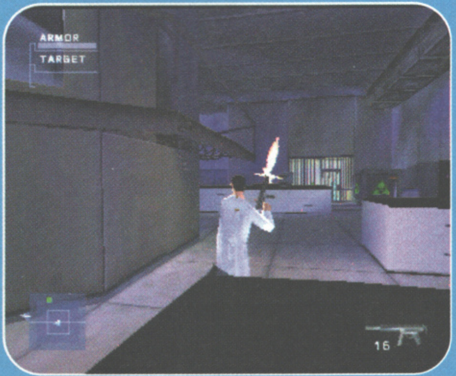
Head towards the end of the corridor. Turn right and disable the security camera. Take out guard patrolling in front. Turn left and shoot the vent at the end of corridor. Climb up and crawl. Jump down and tell Gershon to escort you to the main computer. Follow him. Make sure you kill his scientist mate who tries to escape

AGENCY BOI LAB cont.

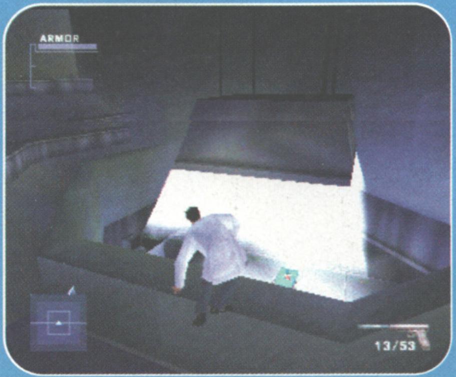
AGENT: Gabe Logan



When Gershon takes you to the computer room, access the Data Uplink in the centre of the room. All hell breaks loose as hordes of Agency men attack. Keep rolling around to avoid headshots and use the computers as cover. When you've killed 'em all (not forgetting Gershon) head back to the previously locked sliding door above Ramirez' cell



Go through the sliding door, follow the corridor round through door B1. Go through the sliding door. Kill all the scientists quickly before they can escape. Press the switch on the glass booth to gas the scientist inside. Free Chance and leave through the door at the back of the lab. Follow the corridor round through door A2. Cap the guard and head through the next A2 door

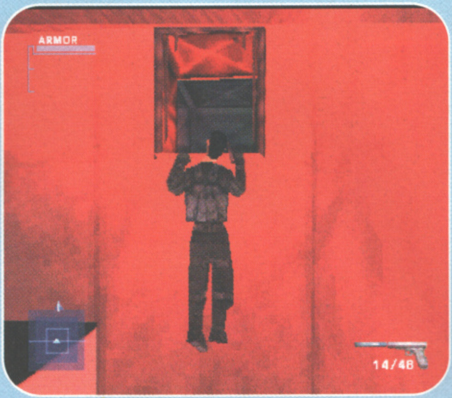


Follow scientist Elsa to the synthesis lab. Shoot her assistant before jumping down into the operating theatre. Leave the room and follow the corridor round until you reach the vent at the end. Climb up and crawl along. Shoot the scientist through the grille, then jump down and go through the door. You have the vaccine!

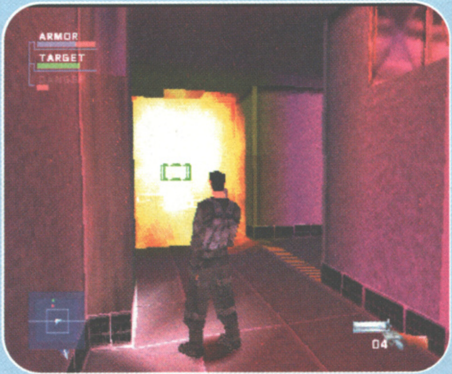
19: AGENCY BIO LAB ESCAPE

AGENT: Gabe Logan

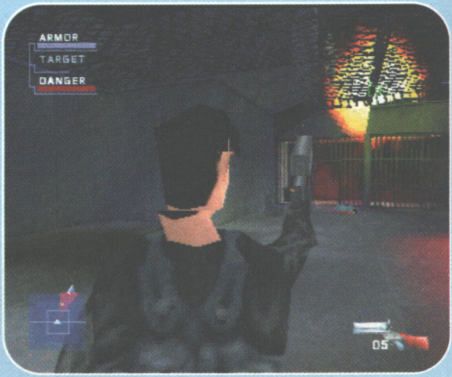
BRIEFING: The lab complex is now on red alert. Security shock troops have been sent in after you. They are fully armoured so regular bullets are useless. Try and escape with the vaccine.



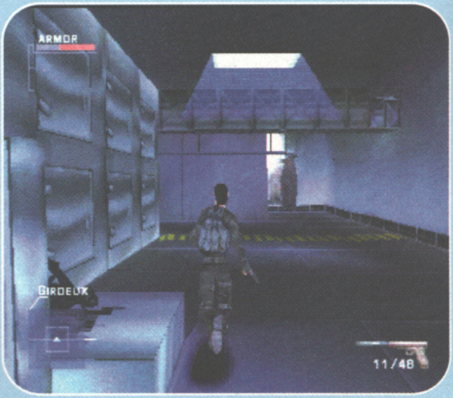
You're under fire instantly, so roll across to the right-hand corner of the room to dodge the first barrage of gunfire. Then roll through the door opposite. Run to the vent, shoot it out and crawl through. Jump down, turn right and run round until you reach a corridor on the right-hand side which leads to a door marked A3



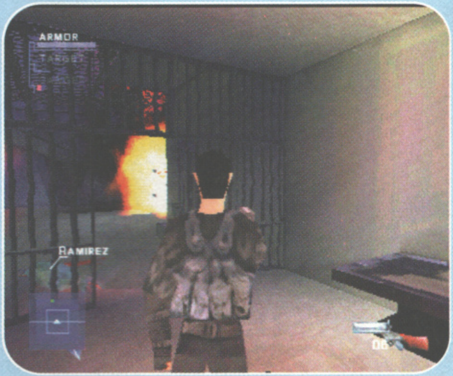
You now have an M79 rocket launcher which you can use on the shock troops. Shoot out the vent above the wooden table, jump up and crawl along. Jump down and turn right. Keep following the corridor round, blasting the troops with the M79. You'll come to a vent next to two windows. Climb up and crawl along until you come to a dead end



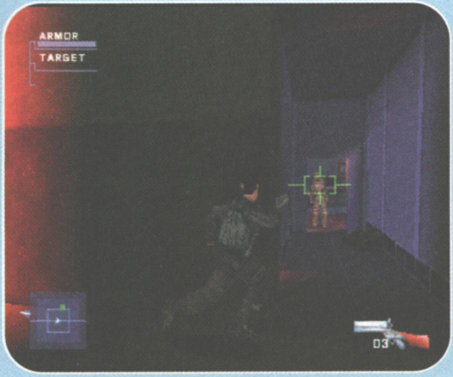
Take out the troops that come after you. Climb up the ramp and take out the guard hiding around the corner. Then turn left and take out another guard. Approach the corridor next to the lift carefully. The equipment that operates the lift is in here, and if you fire missiles blindly you'll damage the computer and ruin the mission



Just before you reach A3, dodge right through the sliding door. Shoot out the grille above the desk, jump up and crawl along. You'll emerge in a cold storage room full of bodies. Shoot out the vent over the conveyer belt, climb up and crawl along. Jump down and get your equipment from the lockers



Teresa radios through to you and tells you that you have to jump across. Leap across the gap and hang on to the edge of the vent. Haul yourself up and keep crawling along the vent. You'll emerge at the cell block where Ramirez has been murdered. Pick up more M79 rounds from the box next to Ramirez' body

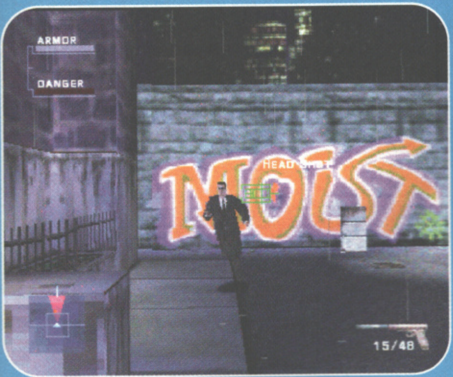


Approach the entrance to the room and wait until the trooper rolls out. As soon as he does, roll back down the passageway and run for cover behind the wall. You can now get him in an automatic target lock (R1). Launch an M79 missile to take him out cleanly, then access the computer and run for the lift to complete the mission

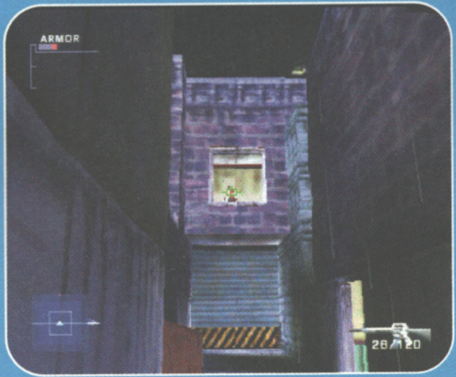
20: NEW YORK SLUMS

AGENT: Gabe Logan

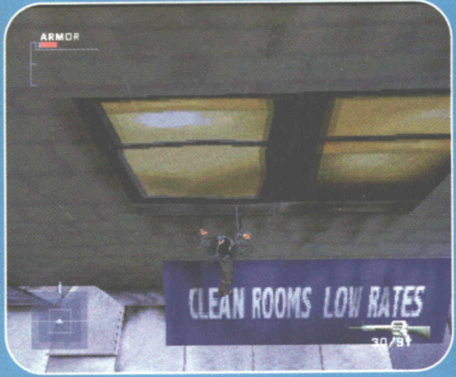
BRIEFING: Make your way through the Lower East Side streets to your rendezvous with Teresa. The local SWAT team thinks you're a terrorist and will come gunning for you. Be careful not to kill any innocent policemen.



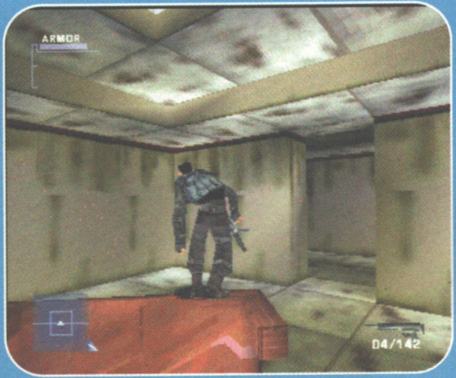
Take out the goon to your left, then look in the alley to the left for a flak jacket. Head down the street towards the pink van, taking out the shooters on the rooftops. When you pass the Pawn Shop, two Agency vans will block your route. Shoot open the lock on the Pawn Shop door and proceed through the shop. Be prepared to fend off lots of Agency gunmen



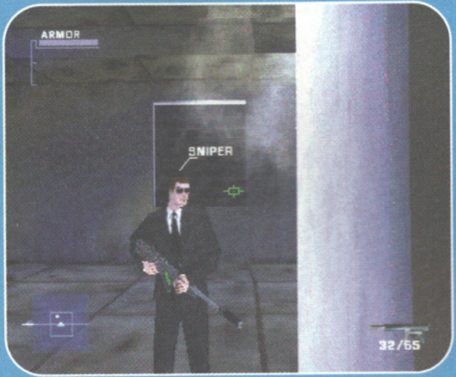
When you leave the shop, quickly take out the two men who are camped out in a balcony to your right. Use the M79 to take 'em down and stop them chucking lethal grenades. Look for another flak jacket to the left by the oil drum. Climb up on the brown dumpster and take out the gunman on the roof before making radio contact with Teresa



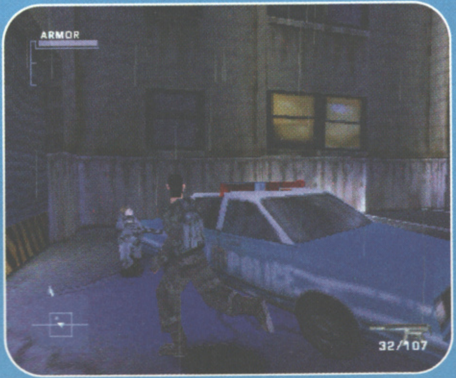
Climb up higher using the green vent. Take out two more gunmen. Climb up on the lip of the roof and drop down on to the blue awning below. Look down first to make sure you're jumping in the right place. Climb down and find another flak jacket to the left. Cross the street and enter the building via the sloping basement entrance



Polish off the goons. Fall down the hole in the middle of the room and turn on the sprinklers. Go back up to the washing room and carry on down the corridor. There are loads of gunmen here so take it nice and slow. When you reach a room with a table and a hole in the ceiling, jump up



Take out the two gunmen who rush into the room when you climb up. Keep going until you find the last sniper. Shoot him in the head and jump out the window. Run to the right and then turn right again down a dingy alleyway. Roll through the hole in the wooden gate, take out all the shooters, then head through the reception of the next building

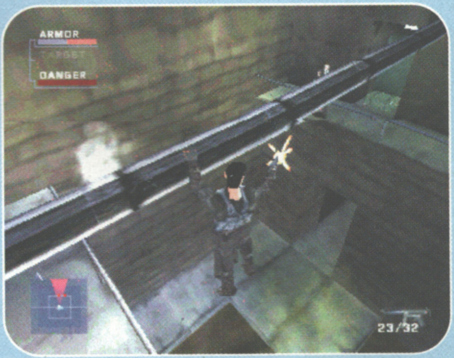


Run towards the policewoman hiding behind the police car. Cover her when she moves by taking out the snipers in the two windows. Then enter the building opposite and flush out the remaining snipers. You'll need to tread carefully as many of them are sneakily hiding round corners, and they're wearing flak jackets. When you've bagged the last one, your job is done

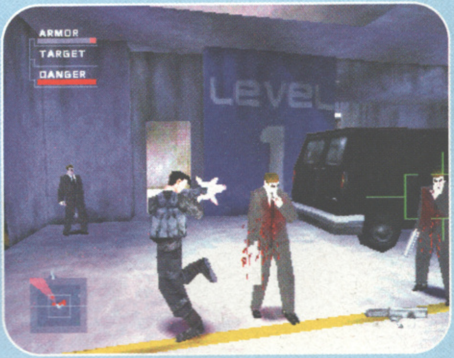
21: NEW YORK SEWER

AGENT: Gabe Logan

BRIEFING: The slum block explosion sent Gabe tumbling into the sewers. Follow Teresa as she leads you to safety.



Follow Teresa until you reach a dead end. Retrace your steps to find the sewage drain valve. Go back towards the left side of the sewer. You come to the sewage drain room. Press the switch and head back. Follow Teresa to the end of the sewer. Jump on the black pipe

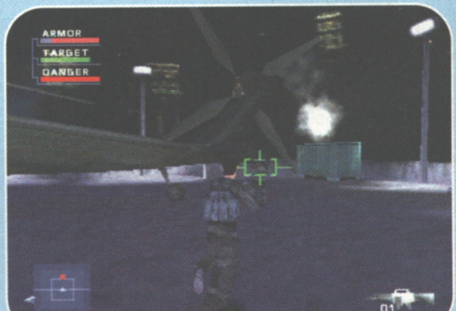


Swing across and shoot at the Agency men below. Jump down and follow Teresa into the multi-storey carpark. Go through the carpark. When you separate, head up the stairs. Go through the door on the fourth level, use the M79 on the black vans. Kill the last bad guy

21: FINALE

AGENT: Gabe Logan

BRIEFING: Only one object to this mission. Shut Chance's treacherous mouth once and for all.



Leg it to the middle of the copter. Pick up the UAS-12 shotgun, then roll under the tail of the chopper. Pick up the flak jacket. Roll back under. When Chance is in front of the propeller, fire the UAS. He'll jump back into the propeller. Squish! Sorted. Well done!

PULL-OUT POSTER

computer and video
GAMES

TEKKEN TAG: Who the hell is that? She's Unknown, the final boss in PS2's king of fighters

THINGS THAT MADE YOU GO... WOW!

Remember those defining moments in your games-playing life? Here's CVG's pick of the bunch...

WORDS:DEAN SCOTT **PICS:**KENNY P

Gaming is old enough to have a history, and history is littered with defining moments. Videogaming is no different, and we've scoured the gamesworld to compile our Top Ten. They made you laugh – or cry – like never before, or left you slack-jawed with admiration for their innovation. We guarantee at least one of these were landmark moments in YOUR gaming life, too.

1 VIDEOGAMES ENTER A WHOLE NEW WORLD (MARIO 64, N64, 1996)

American's remember where they were when JFK was shot. Gamers remember their first sighting of *Mario 64*. The 3D Mario face beaming out from the title screen defied logical explanation. The game was even more impressive: a beautifully familiar world, populated with creatures you already knew. All in colourful 3D. You ran Mario around the castle grounds jumping in-game and on your chair. An experience of such impact was unexpected and will probably never happen in games again. The fact that this amazing world was home to the finest game ever created sealed the magic.

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THE KEY

☺ HAPPY FACE: Has you grinning like an imbecile
☹ SAD FACE: Makes you cry
💩 FEAR: Causes you to soil yourself
💡 GENIUS: Moment of unprecedented genius leaving you slack-jawed in admiration
DO NOT DISTURB IMMERSION: Your life outside of the game ceases to exist
✚ ADDICTION: You stop playing when you finish it, or when starvation kills you
●● BREASTS: Presence of large female bosoms
▨ BOX: Innovative use of a cardboard box

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2 THE ARCADE COMES TO YOUR HOME (RIDGE RACER, PLAYSTATION, 1996)

Older gamers fondly remember a time when there was a massive gulf between the games you played for free at home, and the games you paid to play in the arcade. Home games traded on solid playability, and coin-ops were a wonder of booming bass and infeasible technicolour. Then the PlayStation version of *Ridge Racer* appeared – a noisy, powersliding arcade frenzy – and totally blurred the divide. Nothing you saw on an arcade machine thereafter looked like an impossibility on the small screen.

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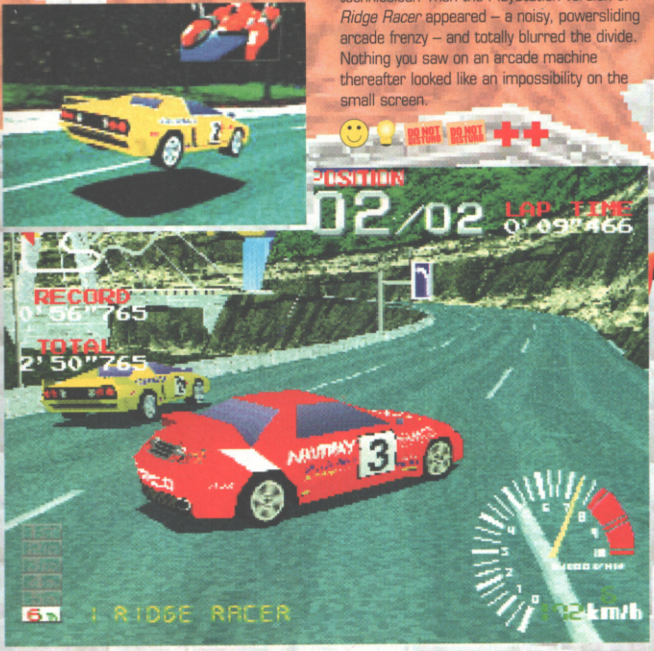

3 PAC-MAN INVENTS THE POWER-UP (PAC-MAN, ARCADE, 1980)

You're hideously out-numbered and totally underarmed. The odds are crap and the tension is high. It's a classic videogame formula, and you appreciate it all the more when the odds take a sudden turn in your favour. Take *Pac-Man*, fenced in by four ghosts and panicking his round yellow ass off, he reaches for a large pill. And then it's 'COME ON THEN!! LET'S HAVE SOME!!' Your tension turns to vengeful rage. Modern day equivalents? *Quake*'s BFG – a fully tooled-up R-9, and any timely invincibility power-up.

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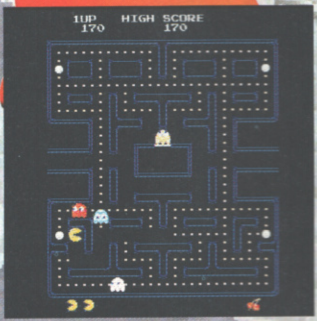

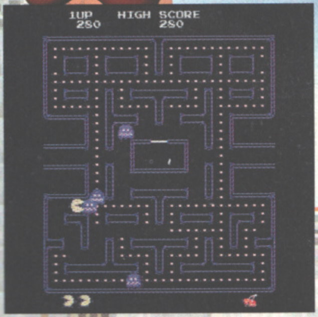

4 FEAR TAKES UP RESIDENCE (RESIDENT EVIL, PLAYSTATION, 1996)

You're roaming through a zombie-infested mansion. You're heart is racing as you open a door. The long, empty corridor in front of you should give you just about enough time to catch a breath before the next encounter. Wrong. Halfway down, the shattering of glass strikes terror into your heart, and then you see what caused it – snarling zombie dogs. You panic like you've never panicked before. You fumble with the gun draw, you turn slowly, run into the wall and start to take bloody damage. Fantastic.

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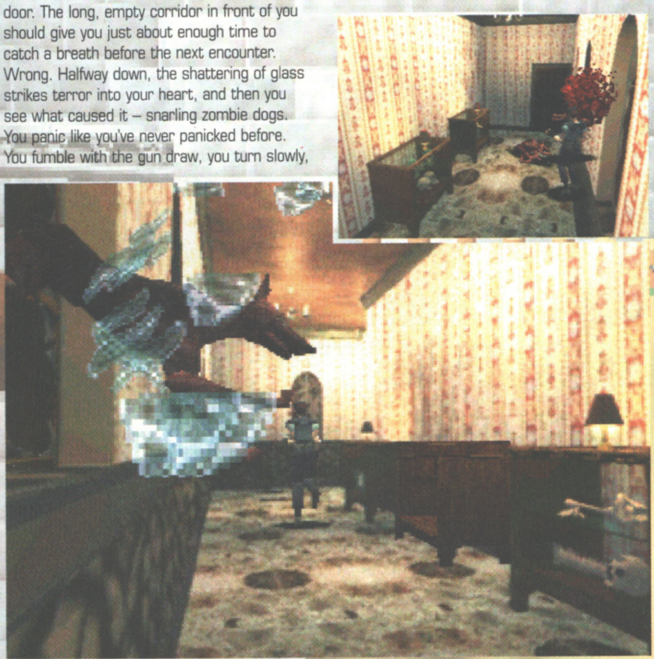

5 PUZZLE GAME PERFECTION (TETRIS, GAME BOY, 1989)

Tetris had already been knocking around for donkey's years before the life-consuming Game Boy variant arrived. The gameplay was pure perfection: the blocks glided like never before, and had just the right amount of stickiness. If you cocked up, it was your own fault, plain and simple. It came bundled with the Game Boy when it launched in 1989, and there's never been a puzzle game to match it. Both the old and the young can't get enough of it. And the first time you made the spaceship blast off in 'Mode B' must still bring a tear to your eye.

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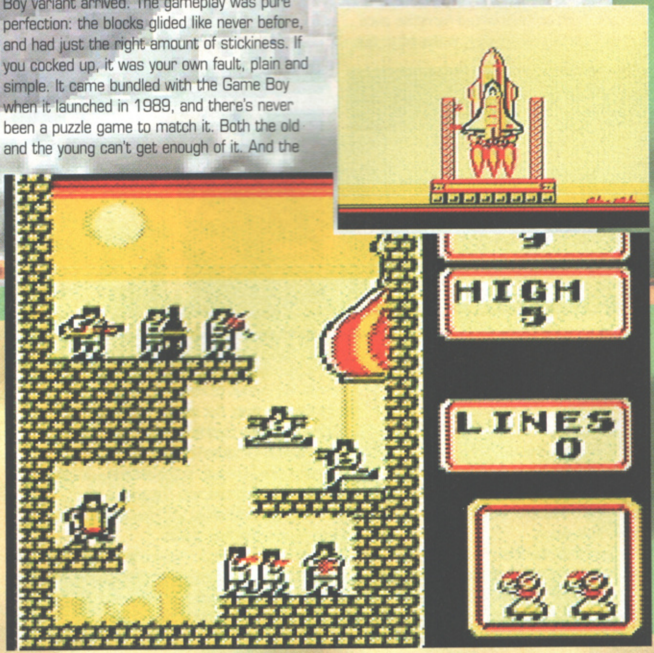

6 VIDEOGAMES GET EMOTIONAL (FINAL FANTASY VII, PS, 1997)

It's just a game. Or is it? In recent times games have started to make a very real emotional connection. You genuinely care about your on-screen persona and the friends he or she interacts with. *Final Fantasy VII* milked this connection to a truly emotional conclusion, killing off a character you'd come to love after over 100 hours of gameplay. When Sephiroth slays Aeris, and Cloud carries her lifeless body down to the water it's genuinely heartbreaking. 'I cried when it happened. No-one who'd seen it could even bring themselves to talk about it,' said CVG guru Paul Davies.

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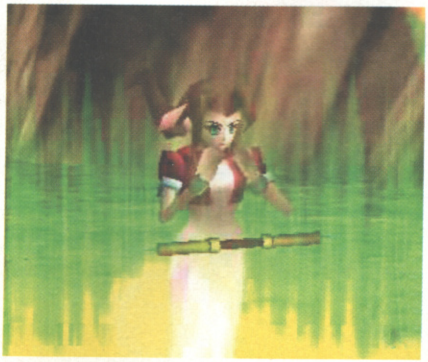

7 ID GIVES YOU A 3D WORLD (QUAKE, PC, 1996)

Three-dimensional maze games had been knocking around since the 8-bit days. Trouble is, the mazes were made of white wire and you jerked through them one step at a time. id Software changed all that with *Wolfenstein 3D*, and its better-known successor *Doom*. As well as inventing the first-person shooter, it let you roam free in a new world. Then *Quake* arrived to blast you into a truer 3D world. You could look anywhere. Go anywhere. Your playing mindset and skills had to evolve with the genuinely 3D environments. It seemed like technology had finally caught up with your imagination.

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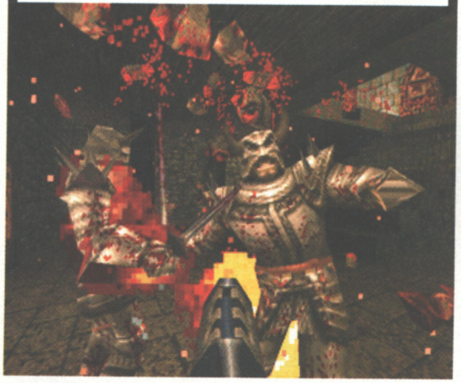

8 GIRL MEETS DINOSAUR (TOMB RAIDER, SATURN, 1996)

Tomb Raider. Once upon a time this game genuinely amazed people. It placed a semi-realistic-looking female in some fabulously sprawling locations. Your jaw hung open with every sweep of the camera. That first wide shot of that waterfall made you believe anything was possible. Then, from the blackness of The Lost Valley, a dull thud was heard. And then another. Curious, you investigated, and then a ferocious green head came snapping through the fog. It was a T-Rex. Numb with fear and confusion, you ran and found a place to hide, and pumped up with adrenaline you formulated a plan for its execution.

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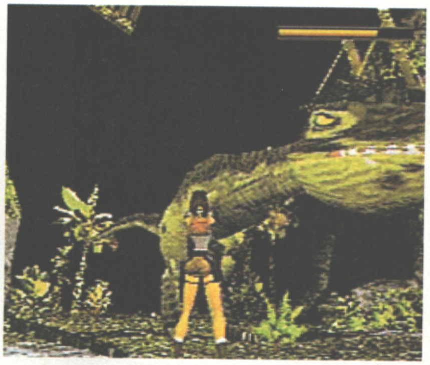

9 VIDEOGAME PLOTS ECLIPSE HOLLYWOOD (HALF-LIFE, PC, 1998)

Half-Life took the guts of another game (*Quake 2*) and came up with one of the most compelling gaming experiences ever. Freed from the constraints of having a game engine to build, Valve Software concentrated on plot. The result was the most thrillingly cinematic game yet, with unprecedented narrative pace. You could admire the scenery in the intro, but the resonance cascade which opened up a gateway for evil defied explanation. One second you're working in a reactor, next there's lightning everywhere and mutants start appearing. You watched thrilled and confused, itching to see what came next. An experience yet to be beaten by any other game.

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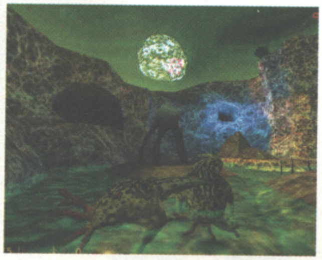

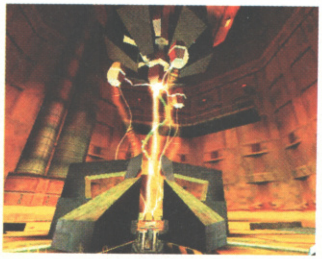

10 HILARITY, FEAR AND A SNAKE (METAL GEAR SOLID, PLAYSTATION, 1999)

Metal Gear Solid is packed with killer gaming moments from start to finish – the tomato sauce in the jail cell, Meryl getting gunned down, and Psycho Mantis reading your mind. It also introduced a genuine feeling of stealth into the gaming mainstream. But for sheer heart-stopping genius, The Box cannot be beaten. You pick it up, and think nothing of it. You equip it and you're inside it. And you can move. And you can sneak past baddies with it. Genius. You keep doing it and it never reduces in fun appeal… until one of them susses you out, kicks it over, and starts shooting at your crouched body. And that's possibly even funnier.

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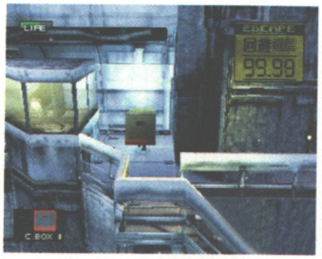

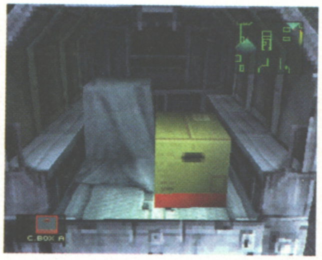

THE OTHER CONTENDERS

We asked loads of people (players, developers and publishers) for their magic moments. Here's a few that never quite made it in our Top Ten:

DO NOT DISTURB Lake Hylia at sunset in *Ocarina Of Time* – more beautiful than any real-world location

☺ Sniping in *GoldenEye* – especially cool when you hit them in the throat

💡 *Mario Tennis* on Virtual Boy – the system bombed, but the 3D looked amazing

💡 First experience of *Pong* – kind of invented the whole games thing, but wasn't terribly exciting

➕ First time you cleared a screen of *Space Invaders* – your reward? Another screen full. Doh!

💡 Seeing *Dragon's Lair* in the arcade – it looked like a cartoon but unfortunately played like crap

💩 The *Silent Hill* babies with the knives – second only to *Resi* in the fear stakes

💡 That first experience of online gaming – you really felt part of something massive. The future, in fact

☺ Super Sonic in *Sonic 2* – that yellow version of Sonic was pretty darn cool

☺ *Unreal Tournie* – first time you fired the redeemer

DO NOT DISTURB That final battle in *Double Dragon* – who gets the girl? From good mates to hateful enemies in seconds

💡 *Perfect Dark*'s Cam-Spy – the first time you use it you'll crack up. If you get spotted you'll laugh harder

DO NOT DISTURB Swearing in *Kingpin* – you'd always wanted to be able to tell a character to f*ck off in a computer game

💩 Quad damage – when the words 'Quad denied!' echo around *Quake 3's* arenas you feel arse-loosening fear that you're about to get ripped apart. Unless it's you who grabbed the power-up. Then you feel like a death-dealing frag machine. They will feel your pain

💡 Hadoken – it's the one fighting game move we can all do. And we do it all the time. I'm Ryu, eat fireball!

COMPETITION

WIN THAT MAGIC MOMENT!

Missed one of these classic moments? Because CVG loves you, we'll give you a copy of the one you most want to experience. Tell us which game you want and send us a description of your favourite gaming moment. What are you waiting for? Get writing! Answers to the usual address marked Greatest Gaming Moment.

PRIZE BUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Score 30 points or more to start winning! Win Personal Stereos, ghetto blasters, radios, databanks , Video Players, PlayStations, Colour TV's and a top prize of a Pentium III computer

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09069 181886
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Win N64 Colour
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with Gameboy Color!
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Win Pokémon Pinball Game!
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Includes Posters, CDs & more!
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Win £100 Wrestling Games!
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"Pay as you talk".
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Wrestling T-Shirt
Pokemon Trading Cards

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 181883 Instant Win!

Imtronix Sports Watch
Flash Camera with Motor Wind
Electronic Databank

Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. **Actual designs may vary.** If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. www.InfoMedia-Services.co.uk HELPLINE: call 01 604 624 634

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.

We tell you how to become a Ronaldo in *ISS Pro Evolution*

TIME
46
RANK
09
LAP TIME
0'41"660
136 mph

Tips on winning in *Ridge Racer 64*

ISS PRO EVOLUTION

It's much harder to score in one-on-ones in this version on PlayStation than it was in '98. I keep ballsing it up. How can I become a Ronaldo at finishing?
Richard Holly, Solihull
You need to master the feint shot. Press square as if you're going to shoot and, without releasing it, hit X. Your player will shimmy, the keeper dives, and you steady yourself before rolling it into the empty net. For maximum smug points, tap R1 without holding a direction when you ground pass to your furthest forward player. He'll dummy the ball, often getting a free run on goal.

PAC-MAN

***Pac-Man* is driving me crazy. I swear I'll smash my NeoGeo to bits if you don't give me a cheat.**
John Allison, Manchester
Easy tiger! There's only one hint (and many *Pac-Man* pros don't realise it): The ghosts' eyes look the next direction they are going to turn a split-second before they actually do it. Watch for it when you think you're dead meat in a corner.

XENA WARRIOR PRINCESS

I'm a big Xena fan. Have you got any cheats for the PlayStation game? Admit it, you fancy her too!
Dominic Perry, Reading
Xena is a dog. As for cheats, we've got you covered. On the main menu, press Up(3), Circle, Square, Up, Right, Left. If you entered the code correctly, you'll hear a sound and you'll be invincible. To boost your attacks, press Triangle, Square, Triangle, Square(2) and Up(3) on the main menu. Now try and get some taste in birds, dude.

STAR WARS – EPISODE ONE

Why didn't you review *Star Wars Episode One* on PlayStation? I bought it, but I'm stuck in the base. Can you help me?
Simon McLoughlin, Cambridge
Firstly, we didn't touch the PS version because it's absolutely crap, and secondly, it'd really help if you could be more specific with your level descriptions. At the main menu, highlight Options, but don't select it. Press Triangle, Circle, Left, L1, R2, Square, Circle, Left. If you entered the code correctly, you'll hear a beep. Then, hold L1 + Select + Triangle to access a droid test debug menu with level select, FMV sequence, sound test, and invincibility options. To start on a new selected level, exit the cheat menu and start a new game. The game will begin on the level selected. You can come back to this menu at any time by holding L1 + Select + Triangle. Hope that helps.

RIDGE RACER 64

I've clocked *Ridge Racer 64* already. Call me God.

computer and video games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

PC CD-ROM

■ NOX
Press F1 in game and then type 'racoiaws'. You can then type 'help cheat' to call up a list of cheats. Entering 'set god' activates God mode, for example. Here are some more of our faves: 'cheat health' gives full heath, 'cheat mana' gives full mana and 'cheat gold' followed by a number will boost your cash coffers. Tidy.

■ TOMB RAIDER: LAST REVELATION
If you're struggling with Lara's fourth outing (that's struggling with the game rather than struggling to tell the difference from earlier outings), we've got some handy cheatery for you. To skip a level, have Lara face exactly north and enter the inventory screen. Highlight 'Load game' and then hold down H, E, L and P and then exit the inventory screen. To get all the weapons, face her north again and highlight the small medipack on the inventory screen and hold down G, U, N and S and exit the inventory screen. For all the items, hold down W,E,A,P,O,N and S when you've highlighted the large medipack selection.

DREAMCAST

■ SOUL FIGHTER
If a drunken relative bought you this instead of *Soul Calibur*, you have our sympathy. If you want to squeeze a little bit more fun out of it you could try these codes. To call up the cheat code screen, you need to press Left and Y together when the *Soul Fighter* logo appears. Next, enter the options menu, then exit. If done correctly, the next screen that appears will be the cheat code screen. Then, enter one of the following:
ABXXYA (gives extra health), XAAYBB (gives all weapons), BABXXY (go to Level 5), XABBAX go to Level 10), XBAXBY (go to last Level).

GAMEBOY

■ MARIO GOLF
Best golf game ever? Probably. If you muck up a hole, save the game and exit before you finish it. You'll be able to restart on the tee at that hole, making for perfect

11011
0:48
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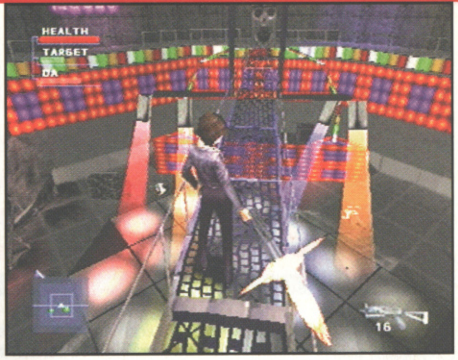
Officer Dick is cool, but Carrera is better in *Tony Hawk's*

Lieutenant:
Spare no one! The old, the young, kill them all!

Make *Vandal Hearts 2* harder by activating Advanced mode



You've read the Masterclass, now cheat

Marc Manners, Skelmersdale
Betcha missed the Caddy car, Marc. On your very first race of a new career, do a U-turn at the start of the race. Then drive directly at the brick wall until you pass through it to unlock a reversed-course race. Win it for the super-fast Caddy.

TONY HAWK'S SKATEBOARDING

I've totally caned *Tony Hawk's* thanks to your PlayStation guide. Officer Dick is the raddest skater ever.
Richard Shingler, Bristol
He's pretty cool, but Private Carrera is better. Press start during during the game and hold L1. Press Triangle, Up, Triangle, Up, Circle, Up, Left, Triangle. When you restart you'll find Private Carrera in place of Officer Dick on the select screen. For those of you who want to get in on the Carrera/Dick magic but haven't got all the tapes yet, there's a code that unlocks them all for you. Pause the game, then hold L1 and press Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. If you entered the code correctly, the pause screen will shake. Then all levels, FMV sequences, tapes, full stats, and Officer Dick will be unlocked. Booyakasha!

GRAN TURISMO 2

There are so many cars in *GT2* I don't know which to save up for. I want the fastest thing out there to totally destroy my mates.
James Addicott, London
It costs two million quid, but the Suzuki Esgundo special edition will have your mates choking on dust. It's found under Special in the Suzuki section of East City and does well over 200mph. It's got 950bhp and corners like it's on rails.

THRASHER: SKATE AND DESTROY

My mum is a twat. She got me this cack instead of *Tony Hawk's*. Is there a code to make it better?
Mark Moore, Huntingdon
Err, no. But if you select Roach (without a hat) and type 'beesuitguy' as your name, he'll skate in a bee costume. His stats will be awesome, too. You can also press: Square, Triangle, L1, R2, Circle, X, Triangle, Right, Right, Left on the main menu to unlock all the levels. Also, to rack up points when you're doing a run, pause the game and hold all four shoulder buttons down and keep hitting Square.

VANDAL HEARTS 2

I can't believe you cussed *Vandal Hearts 2*! I've finished it and it rules! Are there any codes?
Trevor Balling, Thrapston
You need help, Trev. And not the kind we can give. At the "Press Start" screen, quickly press Up twice, Down twice, Left, Right, Left, Right, L1, R1 on controller two. This activates Advanced mode, which makes the game harder. A bit like weeing on a pile of steaming tripe to make it taste even more foul.

SYPHON FILTER 2

Either *Syphon Filter 2* is incredibly hard, or I'm incredibly crap. I could really do with some help because I can't get past Level 3.
Amy Taylor, Exeter
Fear not Amy. *Syphon Filter 2* is pretty tricky. We've got a complete players guide beginning on page 48, but if you just want to select another level, pause the game, highlight the Map option, then hold Right + L2 + R2 + Circle + Square + X (simultaneously). Then, enter the options screen and choose the Cheats selection. After you've used our guide to ace the whole game, you might even want to highlight the One Player option on the menu screen and hold Up + L1 + R2 + Select + Circle + X + Square at the same time. This activates Expert mode. OK?

MUPPET RACE MANIA

Have you got cheats to unlock all the courses?
Dave Parker, West London
This code must be entered on the main title screen before pressing start to bring up the options:
Circle, Triangle, Cross, Circle, Triangle, Cross, Circle, Triangle Square, Cross.
That should get you access to the 24 main tracks.

rounds. If you're left-handed, you can hold select and press A when you select your golfer to make him a leftie. Nice.

■ BUBBLE BOBBLE

Finding the new Game Boy Color version a bit too tricky? Here's a few level codes to let you see the later levels: 10 MBMB, 15 SBBS, 20 GFBC, 25 NCCL, 30 TRRC, 35 GDBD, 40 NCDK, 45 TQCD, 50 HFCC, 55 MFJB, 60 SBFP

PLAYSTATION

■ CRASH TEAM RACING

It may not be a *Mario Kart* beater, but it's the best fun racer on PlayStation. Winning is everything, and you can make it easier for yourself with these codes.
Infinite masks: At the main menu, hold L1+R1 and press Left, Triangle, Right, Left, Circle, Right, Down(2). If you entered the code correctly, you'll hear a sound.
Invisibility power-up: Hold L1 + R1 and press Down, Left, Right, Up, Down, Right at the main menu.

■ DIE HARD TRILOGY 2

It's not a patch on the original, and they released it before we could review it. If you've got it and you're struggling, here's a selection of codes for you to tap out on the pause screen.
● ALL WEAPONS: Square, Square, Circle, Circle, L1, L1.
● AUTOMATIC RE-LOAD IN FPS MODE: Square, Square, Triangle, Triangle, Circle, Circle.
● BIG HEAD MODE: R1, R1, L1, L1, Triangle, Triangle.
● ELECTRIC MAN (in adventure mode): Square, Square, L1, L1, R1, R1.
● FIRST-PERSON VIEW IN ADVENTURE MODE: Circle, Triangle, Triangle, Square.
● INFINITE AMMO: L1, L1, R1, R1, Circle, Circle.
● INVINCIBILITY: Triangle, Triangle, Circle, Circle, L1, L2.
● SKELETON MODE: Circle, Square, Triangle, Triangle, Square.

■ MEDIEVEL 2

While playing a game, hold L2 and press Left, Up, Square, Triangle, Right, Circle, Up, Square to unlock a cheat menu with infinite health, all weapons and level skip.

Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
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LONDON,
EC1V 7QP

END OF LEVEL BOSSES

BOSS: Bowzer
GAME: Super Mario 64
FORMAT: N64

WHO'S THAT THEN?
Mario's arch nemesis, Bowzer arrived kicking and screaming in scary 3D when the N64 was launched. Battle him in this epic quest to rescue Princess Peach.

THE BATTLE
The first time you meet Bowzer you know you're in for a proper fight, as he fills the screen with his massive bulk. You're placed in a floating arena with bombs lined up around the edge. Bowzer will spit fireballs at you, and try to stomp you into the ground.

WHUP HIS ASS
Mario's speed proves to be the winning factor here. Sneak around the back of Bowzer and grab him by the tail. Then rotate the control stick to spin him around. Aim for one of the bombs on the edge and then let go of the brute. Get it right and it's Bowzer toast, get it wrong and he'll be very, very angry.

WHY SO GOOD?
The Bowzer battles in *Mario 64* were special because they really showed the potential for 3D gaming.

💪💪💪💪💪

BOSS: Psycho Mantis
GAME: Metal Gear Solid
FORMAT: Playstation

Good girl. Just like that.

WHO'S THAT THEN?
He's a mind-controlling, gas-mask wearing, psychic-powered freak-out. And he's got your girl. While you'll have tustled with Revolver Ocelot and Vulcan Raven already, Mantis is the first member of FOXHOUND to really test your gaming gear.

THE BATTLE
Mantis will use the power of his mind to do all sorts of cool stuff during the battle – like throwing tables and chairs at you. He'll also make the lovely Meryl try to do away with herself. Mantis pre-empts every move you make, making him a very tough cookie.

WHUP HIS ASS
When Mantis says he's reading your mind, he's really analysing your controller set-up and messing with your targeting. To confuse this freak-show wannabe, simply plug your controller into Port 2 and let him have it.

WHY SO GOOD?
As well as being a cool character and making for a frantic battle, the way Mantis reads your controller is unlike anything you're used to. Once you figure out that's why he's beaten you for the 18 time, you'll be in awe of the game's programmers for coming up with such a fiendish trick.

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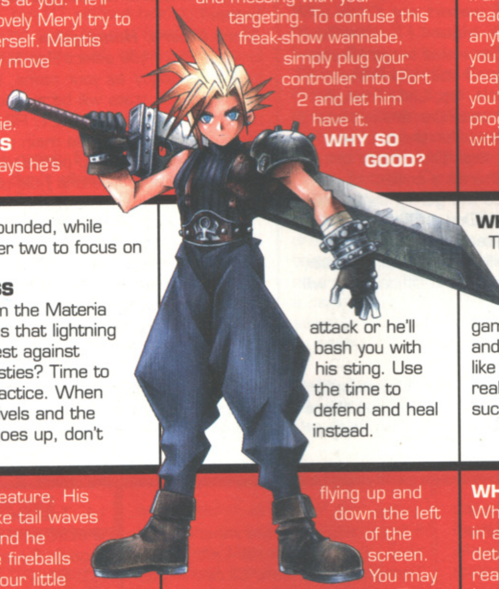

BOSS: Mech Scorpion
GAME: Final Fantasy VII
FORMAT: PS/PC

WHO'S THAT THEN?
Cloud and his team take on a giant mechanical scorpion. Keep those super-potions handy.

THE BATTLE
This mechanical monster has a lot of health points and some vicious attacks, so your best bet is to make a strategic attack. Have one member of the team ready to heal party members when they're wounded, while you get the other two to focus on attacking.

WHUP HIS ASS
Remember from the Materia training sessions that lightning magic works best against mechanoid beasties? Time to put that into practice. When the camera swivels and the scorpion's tail goes up, don't attack or he'll bash you with his sting. Use the time to defend and heal instead.

WHY SO GOOD?
There are many awesome battles in the *Final Fantasy* games, but the first boss encounter in *FFVII* gave gamers a taste of how complex, and how much fun, big battles like this could be. Beating this guy really was just the beginning and sucked you into the adventure.

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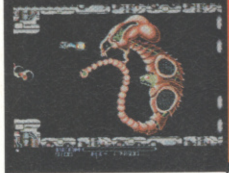
BOSS: BYDO
GAME: R-Type
FORMAT: Arcade/GBC



WHO'S THAT THEN?
This end of Level One boss is a scary sight for the uninitiated. We love *R-Type* and we're always playing it. It's still fun meeting and beating this Bydo beast.

THE BATTLE
After a hard slog through stage one you're confronted by a giant foetus creature. His deadly snake-like tail waves up and down and he shoots multiple fireballs and lazers at your little ship. Facing this mother without The Force power-up would be very silly indeed.

WHUP HIS ASS
Keep on the move – dodge his firepower and his tail by flying up and down the left of the screen. You may be tempted to hide behind The Force, but don't. Instead, fire it away from you so it gets stuck between Bydo's tail and his body. If successful, he'll be dead in no time.

WHY SO GOOD?
When it was first released in arcades, the size and detail of the boss characters really caused a stir, and while its shock value has worn off a little over time, the Level One baddy is still one of the most memorable meanies we ever saw featured in a videogame.

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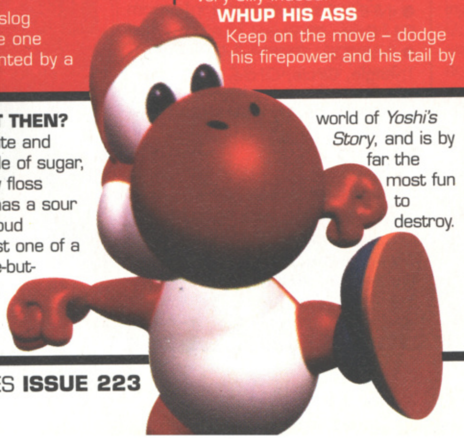

BOSS: Cloud N. Candy
GAME: Yoshi's Story
FORMAT: N64

WHO'S THAT THEN?
He may be cute and fluffy and made of sugar, but this candy floss abomination has a sour aftertaste. Cloud N.Candy is just one of a gallery of cute-but-deadly misfits inhabiting the colourful world of *Yoshi's Story*, and is by far the most fun to destroy.

THE BATTLE
He'll bounce around the screen aiming for poor little Yoshi. He starts off quite big on the screen and is relatively slow moving. After Yoshi gets stuck in, though, he'll shrink and speed up. You'll have to be quick with your sticky-tongue to bash him.

WHUP HIS ASS
This confectioner's nightmare isn't the toughest boss to beat, but he is a lot of fun. Use Yoshi's tongue to literally eat away at his body. As you munch his fluffy exterior, he'll shrink in size and get madder and faster and more of a challenge.

WHY SO GOOD?
The quirky and hilarious way you defeat him is a winner.

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It's all very well unlocking extra characters in *Soul Calibur*, or beating your mates in *Ridge Racer 5*, but the real test of gaming greatness lies not in high scores and extra features, but in facing off against the meanest of creations. We take a look at the biggest, the baddest, the most fiendishly brilliant bosses – and we help you send them back to hell.

POWER POINTS

A good boss should be fearsome, but also fun to fight. We rate the best bosses for their all-round pant-soiling splendour.

💪💪💪💪💪	A real bad-ass. A menacing, brutal creature who'll really make you work hard
💪💪💪💪	Tough, with a few tricks up his sleeves. You won't be beating him on your first go
💪💪💪	A cool boss, let down by being a tad too easy or beatable by mindless button-bashing
💪💪	A real let down. You'll usually trounce him on your first bash
💪	Even your little sister could see this boss off with ease. Laughably weak

BOSS: Giant Troll
GAME: Ghouls 'n Ghosts
FORMAT: Arcade

WHO'S THAT THEN?
It's a giant armoured troll with a penchant for ripping off his own head and chasing you round the screen with it. *Ghouls 'n Ghosts* features a brick wall learning curve right from the start and getting to the troll is a real achievement. Honest.

THE BATTLE
This huge boss will shoot fireballs at you from his mouth. He'll also try to stomp you into the ground. It's when he grabs his head and then thrusts it at you on the end of his Inspector Gadget-style arm, while shooting and stomping, that you know you're in for a pasting.

WHUP HIS ASS
There's no real tactic to beating the troll – other than staying alive. You'll be thankful for being able to be hit twice before dying, even if you are reduced to battling in your pants after the first hit. Just keep avoiding his fire and shooting his head with the lance weapon. And stock up on credits.

WHY SO GOOD?
The difficulty of the game is extreme and you'll struggle to get to the troll. Once you do he's so scary you'll want to run away again.

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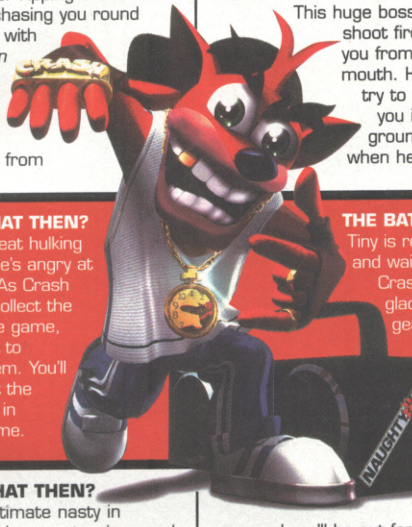

BOSS: Tiny Tiger
GAME: Crash Bandicoot 3
FORMAT: PlayStation

WHO'S THAT THEN?
Tiny is a great hulking tiger, and he's angry at the world. As Crash and Coco collect the gems in the game, Tiny is sent to retrieve them. You'll fight him at the Colosseum in ancient Rome.

THE BATTLE
Tiny is ready and waiting for Crash in full gladiator gear. The spear he carries is deadly and he'll strike with it as he bounds around the arena. In between trying to make Bandicoot kebab, he'll also unleash hungry lions that'll eat our hero whole.

WHUP HIS ASS
Tiny lunges with his spear every fourth or fifth bounce, so make sure you avoid him. After he strikes he'll be stunned, his spear stuck in the ground. Spin attack into him while he's vulnerable to deplete his energy bar. To avoid the lions, keep on the move – running, jumping and spinning – at the bottom of the screen.

WHY SO GOOD?
Tiny Tiger is funny as well as tricky to defeat – but you'll still want to come back for more.

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BOSS: King K. Rool
GAME: Donkey Kong 64
FORMAT: N64

WHO'S THAT THEN?
He's the ultimate nasty in Rare's monkey masterpiece and you won't be disappointed when you meet him.

THE BATTLE
This is your chance to lay the smackdown simian-style, as your team of monkey heroes take on the King. Each character has to attack him in the ring in different ways and you'll be out for the count many times before you see him off for good.

WHUP HIS ASS
As Donkey Kong, use the Blast Barrels to knock him down. Diddy will then have to use the Jet Barrel to knock the ceiling lights on to the King. Use Lanky Kong to lay banana skins in his path, luring him into them with the Trombone Tremor. Tiny then has to get inside K. Rool's boot and tickle his toes. Finally, use Chunky Kong's bulk to hit the Monkeygone pads to turn invisible and smack the King from behind.

WHY SO GOOD?
It's one of the best boss battles in the world because you have to learn the different tricks for each of the Kongs. The battle is tough but never stops being fun.

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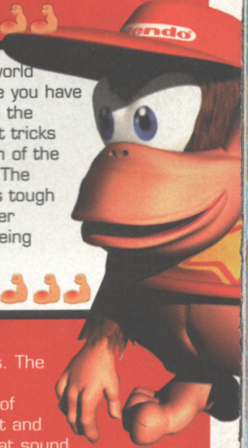

BOSS: Phantom Ganon
GAME: Zelda: Ocarina Of Time
FORMAT: N64

WHO'S THAT THEN?
The spirit version of the evil Ganondorf, who you have to battle at the end of the game to save Princess Zelda and the Land of Hyrule. Rides on a black horse.

THE BATTLE
You'll face Phantom Ganon in the gallery. You'll see two horseback figures in the paintings. He'll burst through the paintings on his horse and fry Link with lightning bolts.

WHUP HIS ASS
Ready your newly acquired bow and arrows and let him have it just as he morphs out of the painting or he'll be going so fast you won't be able to target him.

WHY SO GOOD?
The battle with Phantom Ganon marks the point in *Zelda* where the game's difficulty goes up several notches. The superb setting of the fight and the great sound effects as he comes roaring through the paintings is pure Nintendo magic.

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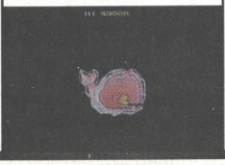
BOSS: The Whale
GAME: New Zealand Story
FORMAT: Arcade



WHO'S THAT THEN?
In this barmy world of flying cats and arrow-spitting kiwi birds, the Whale takes the cake as weirdmeister supreme. The big pink floaty whale lets fly with a flurry of projectile attacks and tries to eat our kiwi hero.

THE BATTLE
Trying to take out the whale from the outside is impossible as he has an impervious layer of blubber to protect his fishy hide. The answer? Let him gobble you up. It's just like the story of Jonah.

WHUP HIS ASS
Once inside the whale you won't have much room for manoeuvre, so get stuck in. Nasty belly-juices drip from the walls of the whale's innards – one hit and it's over. Fire your arrows at the whale's fleshy stomach and he'll eventually erupt around you. Mmmm... blubber.

WHY SO GOOD?
Most players found out how to kill the whale by mistake after fruitlessly trying to kill the whale from outside, trying every possible tactic. It was the joy of ending up inside the boss rather than seeing the Game Over screen after being eaten that makes this battle so memorable.

💪💪💪💪

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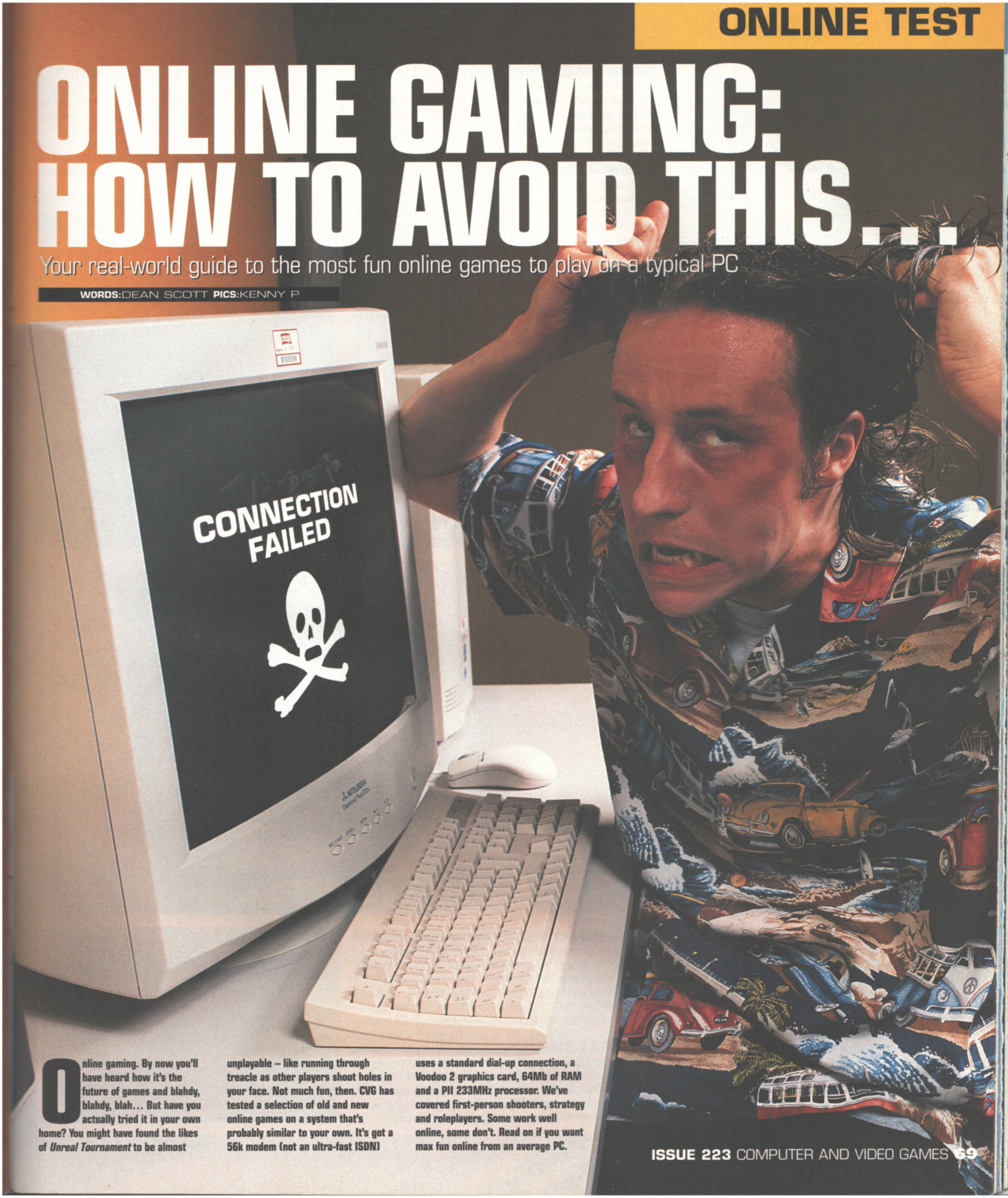
ONLINE GAMING: HOW TO AVOID THIS...

Your real-world guide to the most fun online games to play on a typical PC

WORDS:DEAN SCOTT **PICS:**KENNY P



Online gaming. By now you'll have heard how it's the future of games and blahdy, blahdy, blah... But have you actually tried it in your own home? You might have found the likes of *Unreal Tournament* to be almost unplayable – like running through treacle as other players shoot holes in your face. Not much fun, then. CVG has tested a selection of old and new online games on a system that's probably similar to your own. It's got a 56k modem (not an ultra-fast ISDN) uses a standard dial-up connection, a Voodoo 2 graphics card, 64Mb of RAM and a PII 233MHz processor. We've covered first-person shooters, strategy and roleplayers. Some work well online, some don't. Read on if you want max fun online from an average PC.

YE OLDE ONLINE GAMES

QUAKE £9.99 (ID, 1994)

It looks like a plate full of sick compared to *Quake 3*, but your system can handle the graphics with ease. That's the plus side. On the minus side, it's not half the game that *Quake 3* is, and because it's so old there are fewer servers to choose from – meaning you're frequently saddled with a slow one, and the guys that are on them are the hardest of the hardcore. High pings give it a sticky feel as you move around, making avoiding rocket launcher-toting enemies difficult. *Quake 1* was once held up as a shining example of the future of online gaming. Now it's firmly a thing of the past.

★★

DIABLO £9.99 (BLIZZARD, 1996)

Think RPGs are for geeks? Think again. *Diablo* is an all-action RPG that owes more to the arcade classic *Gauntlet* than to Dungeons & Dragons. Playing online is a fantastic experience. You roam a town and dungeon, hacking up baddies with a load of human buddies who you can chat to in real-time. The graphics won't strain your PC, and the program automatically finds you a quick server. The pace of the action is well-suited to online gaming, and the human interaction is often hilarious.

★★★★

STARCRAFT £19.99 (BLIZZARD, 1998)

It's like *Command & Conquer*, only the playing interface is better. Judging by the huge *StarCraft* contingency on the Web, it seems to be the preferred real-time strategy game. Online, the game cleverly disguises lag by automatically slowing down the responses of your units. Warring against a fellow human is easy: the game finds you a server as well as players, and you get busy. Again, the only real difference from playing in single-player is quirky human tactics and text messages, but the game is more action-oriented than *C&C*. *StarCraft* is an awesome game, and your average PC is good enough to give you the full effect.

★★★★

THE NEW BREED

QUAKE 3: ARENA £29.99 (ID, 1999)

Currently one of the biggest games in the online world and it's easy to see why. Even on our meagre system the graphics look fantastic, and its popularity is reflected in the number of servers. Ping ratings seem to have little or no effect on gameplay. Find a packed server running a small arena and it's utter carnage with a life expectancy of about ten seconds. Awesome. *Quake 3* online with a 56k modem is a nerve shredding experience. You must try it.

You fragged Perforatus
Tied for 8th place with 1

★★★★★

ULTIMA ONLINE: SECOND AGE £29.99 (ORIGIN, 2000)

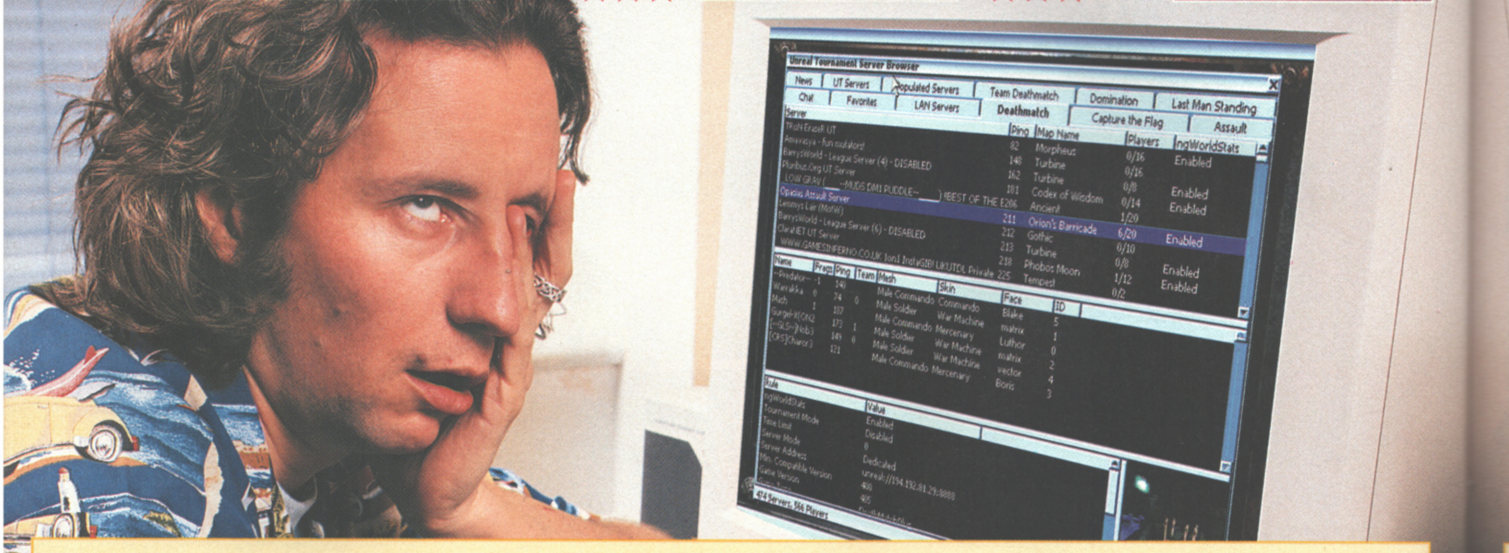
Want to play a proper hardcore RPG? This could be for you. The virtual world you inhabit is vast, there are thousands of real people to talk to and a strong community among devotees – so plenty of potential for forming adventuring parties and human interaction. The graphics are a bit dull, and you have to pay a monthly subscription to access the world. Net lag times weren't much of a problem (occasionally the action froze and a few seconds later the character jerked forward suddenly). Its bad points are pretty subjective: *Ultima* bored me to tears. It takes ages to get a halfway decent character, and you can't dip in for a quick action fix.

★★

COMMAND & CONQUER: TIBERIAN SUN £29.99 (WESTWOOD, 1999)

Tiberian Sun got off to a bad start by requiring a 6Mb patch download, taking about half-an-hour. The game is a real-time strategy classic where you command an army in war, building bases and weapons and strategically attacking the enemy. Net play worked smoothly and lag had little effect. Other players might help you out or a master tactician enemy will teach you new tricks, but, in truth, there aren't great gains in fun over the one-player game.

★★★



THE BASICS

You'll need to get to grips with some of the basics of online gaming if you're going to get the most from it, so we've answered a few of the most common questions.

WHAT THE HELL IS PING?

Your ping is the speed at which your computer is connected to the server hosting the online game. It's based on the amount of time it takes your computer to send and receive data from the games server and it varies from server to server and can change dramatically during a game. The higher the ping value, the longer it takes, and this will reflect in jerky, jumpy gameplay. When playing a first-person shooter, you're ideally looking to play on a server with a ping rating of less than 100, though you're more likely to see 100-200, which is fine. Anything more than that will have serious repercussions on your gameplay and make you cannon fodder to Low Ping Bastards. Mouse movements and key presses will only be actioned on screen after a delay, making precision gaming difficult and seriously downgrading the experience. That said, not all genres require such constant split-second timing and play happily at 300-plus.

AND NOW THE WEB IS FREE!

Free ISPs (Internet Service Providers) and particularly free Net phone calls are so appealing that they're likely to be overburdened with traffic. Try them, but you're more likely to get a quicker connection with your paid-for ISP. At 60p an hour (or less), off-peak, you'll want a better chance of surviving and having fun.

Rus to the munch was gunned down by Sorlag
Fragged by Sorlag
2nd place with -4
SCORE PING TIME NAME
8 0 38 Sorlag
-4 277 16 Rus to the munch
20 8 -4

CVG'

HALF-

On our
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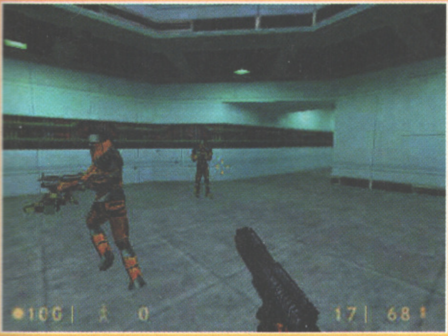
CVG'S FAVOURITES

HALF-LIFE £29.99 (SIERRA, 1998)

On our office network, the realistic combat of *Half-Life* is a multiplayer hit. Through a 56k modem, it suffers. For starters, we needed to download a 26Mb patch to get our orange box version online – taking hours to download. But the in-game lag was the killer blow. Though the game automatically finds you the quickest server, high pings lead to frozen players and the inability to aim. On quicker servers it was just about passable, and our PC coped with the graphics well. You wouldn't tolerate the gameplay problems the lag causes if you were playing in single-player mode, though, and you won't want to online, either.

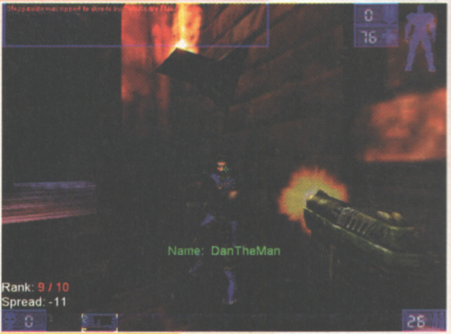
★★★



UNREAL TOURNAMENT £29.99 (EPIC, 1999)

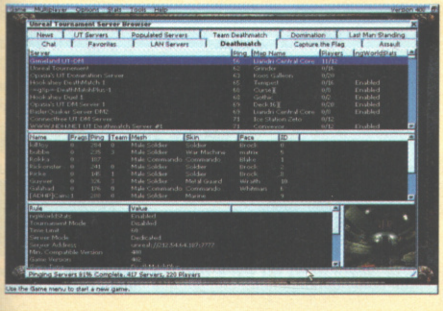
For in-office entertainment, *Unreal Tournie* is the only thing that ranks above Dan's poster of Britney Spears. You know, that one with her in the bedroom with all the dolls… On this system, Net play sucked. The software does its best to find you a quick server, but we struggled to get a ping rating below 200. This meant lots of jerkiness in-game, and lots of unavoidable deaths. It's impossible to snipe when the game keeps skipping frames and freezing up. It performed worst of all on the first-person shooter game, which is a shame because it's probably the best. Amazing visuals also place a strain on system resources from the off.

★★



CONCLUSION

Quake 3 – could it really be the best online game for the average user? Sounds unfeasible, but it's true. Just don't expect to see me there. I'll be coasting the dungeons in *Diablo*, or getting that nasty American back who annihilated me in *StarCraft*. All of which proves you don't need an ace PC and an ISDN Net connection to have fun gaming online – you just need the right games.



Pinging Servers 91% Complete. 417 Servers, 220 Players

Use the Game menu to start a new game.

HOW CAN I MAKE MY ONLINE GAMES RUN BETTER?

Assuming your PC and modem are set up correctly, your biggest problem is the speed of your Net connection. Upgrading is going to be costly – an ISDN line will set you back considerably, although you could consider a cable connection. A cheaper solution is to connect to lower ping servers. Try playing on a UK or European server rather than one in the USA. And try to avoid playing at 'peak' times – try logging on at 8am on a Sunday morning, say, or at 3am in the morning. Some ISPs, like *Demon*, have multiple dial-up numbers, so create dial-up connections on your PC desktop for them all and switch between them regularly to find the fastest connection. Another trick is to drop the resolution on the game you're playing – the graphics get worse, but your PC finds it much easier to shift them about.

HOW DO I FIND A GAME SERVER?

Newer titles like *Quake 3* and *Unreal Tournament* automatically search the internet and come back to you with a list of potential games. You check for the one with the lowest 'ping', and enter by clicking on it. Remember to check beforehand that the game isn't full (current players and maximum players information will be on the list). Older shooters like *Quake 1* rely on standalone software like GameSpy (download it from www.gamespy.com) to find and ping a decent list of servers. GameSpy automatically checks which games you have on your hard drive, and then goes off and finds a list of servers for you. GameSpy tends to mostly support first-person shooters, so surf around for other software. Alternatively, some developers have their own special servers (like Blizzard's Battle.net) where everyone goes to play a particular game online.

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

NINTENDO 64

■ OPERATION WINBACK

When Mick Turner's not sneaking around his Rotherham home, he's finding the hottest codes in Winback which you enter on the 'press start' screen before the demo begins.

TRIAL MODE: Quickly press Up, Down(2), Right(3), Left(4), then hold C-Down and press Start
SUDDEN DEATH MODE: Quickly press C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Up, C-Down, then hold L and press Start
MAX POWER MODE: Quickly press L, C-Right, C-Left, C-Right, C-Left, C-Up, C-Down, C-Up, C-Down, then hold L and press Start
ALL MULTIPLAYER CHARACTERS: Quickly press Up, Down(2), Right(3), Left(4), then hold C-Up and press Start to unlock all the Bosses as well as the engineer and a few army characters.

■ RESIDENT EVIL 2

Tom Threadgill in Newcastle loves the smell of rotting flesh. He's unearthed ten quids worth of Resi cheats.

FOR INVINCIBILITY, press Down(4), Left(4), L, R(2), L, C-Up, C-Down on the load game screen.
FOR INFINITE AMMO do the following combo on that same screen: Up(4), Right(4), L, R, L, R, C-Right, C-Left.

DREAMCAST

■ SOUL REAVER

Jacquie Ross finds her home town of Sheffield virtually indistinguishable from the Soul Reaver gameworld. She lines her penniless student pockets with these soulful tips.

TO GIVE RAZIEL ALL ABILITIES: Pause the game, then hold L or R and press Up(twice), Down, Right(twice), Left, B, Right, Left, Down. Then, resume the game to have the ability to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.
TO REFILL HEALTH: Pause and then hold L or R and press Down, B, Up, Left, Up, Left.

■ WILD METAL

You didn't buy it, did you? Well Bob Northover of Bournemouth's got ten-quids worth of codes for you if you did. Enter all codes during normal play.

LEVEL SELECT: Up, Right, B, Y, Down, Left
INVINCIBILITY: Y, Right, B, Left, X, Down
FULL HEALTH: Down(2), A, X, B, X
ALL WEAPONS: A(2), Right, Y, A, Right
SPEED BOOST: Up, X, Down, B, A, Y
REVEAL ALL TOKEN LOCATIONS: Y, B, A, Left, Down (2)

PC CD-ROM

■ RALLY CHAMPIONSHIP

It's still the finest racer on the PC, and you can make it even more fun by being dishonest, according to Claire Williams from Northwich.

Enter one of the following codes as the name for Player 4:
WORLD CLASS: Unlocks A8 championship
TURBO CHALLENGE: Unlocks the A8 cars
MAX POWER: Unleash the Xsara WRC car
THROW ME A BONE: Unlock the mental Saxo WRC
GIVE ME TIME: Let's you hit T for a time boost in Arcade mode
ARCADE ACTION: Spices up the arcade game
RADIO CAR: Lets you race a RC car
Other bonus car codes include: FURRY DICE, GROUP B, LAMBAAGHINI, MF HOTBACK, MOOSERATI, PRECIOUS THINGS, SPUD CAR and TREE HUGGER.

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■ **FIFA**
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MONEY

PLAYSTATION

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SWITCH EEX CHANGE + NOSEGRIND + KICKED 2 EDGE
1050 X3

■ TONY HAWK'S SKATEBOARDING

Hawk's Skateboarding is still a firm favourite with CVG readers judging by the amount of tips you've sent us this month. Ben Willson of Totnes earns himself a tenner for sending in this complete list of skater special moves.

You execute them by tapping out the key combo while your special meter is full (that's the yellow bar that goes up when you do tricks).

BOB BURNQUIST: One Footed Smith – Right, Right, Triangle. Backflip Up, Down, Circle. Burntwist Left, Up, Triangle.
BUCKY LASEK: Fingerflip Airwalk – Left, Right, Circle. Varial Heelflip Judo Down, Up, Square. Kickflip Twist Right, Right, Circle.
CHAD MUSKA: Frontflip – Down, Up, Circle. 360 Shove-It Rewind Right, Right, Square. One Footed 5-0 Thumpin' Right, Down, Triangle.
GEOFF ROWLEY: Darkside Grind – Left, Right, Triangle. Backflip Up, Down, Circle. Double Hardflip Right, Down, Square.
JAMIE THOMAS: Frontflip – Down, Up, Circle. 540 Flip Left, Down, Square. One Footed Nosegrind Up, Up, Triangle.
KAREEM CAMPBELL: Frontflip – Down, Up, Circle. Kickflip Underflip Left, Right, Square. Casper Slide Up, Down, Triangle.
OFFICER DICK: Yeeeehaw Frontflip – Down, Up, Circle. Assume The Position Left, Left, Circle. Neckbreak Grind Left, Right, Triangle.
PRIVATE CARRERA: The Well Hardflip – Right, Left, Square. Somi Spin Left, Down, Circle. Ho-Ho-Ho Left, Up, Triangle.
RUNE GLIFBERG: Kickflip McTwist - Right, Right, Circle. Christ Air Left, Right, Circle. Front Back Kickflip Up, Down, Square.
TONY HAWK: 360 Flip To Mute - Down, Right, Square. 540 Board Varial Left, Left, Square. Kickflip McTwist Right, Right, Circle. The 900 Get a lot of air and press Right, Down, Circle.

■ POINT BLANK 2

Doug Don in Blackpool pockets ten squid for this pearl of wisdom.
If you repeatedly shoot the right edge of the main menu screen, it unlocks new options on the options screen.
Cheers Doug, now put the gun down.

■ TINY TANK

We didn't review this game because it did our heads in. Rob Norman in Swansea has found a cheat though, so if you bought it, try this:
At the new game menu, hold L1 + L2 + R1 + R2 + Left + Circle + Select to activate a level select.
Cheers Rob, but you should have spent your hard earned coin on something cooler.

■ FIFA 2000

Tom McCooey in Wigan has found an interesting oddity that will help you score in FIFA.
Pause the game and then change over to your opponent's team. Then unpause and lose the ball on purpose. Now hold L1 to make the keeper come running out and pause the game. Switch back to your own team. Now every time you get the ball their keeper will come running out, leaving the goal gaping for an easy finish.
Nice one, Tom. The tenner we send you should come in nicely to help you save up to buy ISS Pro Evolution.

■ FEAR EFFECT

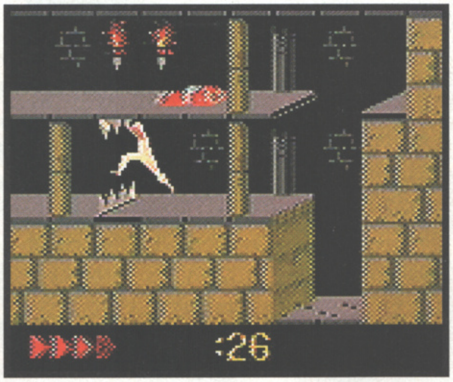
Craig Duncan in Luton sent us these codes, worth a tenner.
Enter any of these while in the 'Credits' selection from the option screen.
INFINITE HEALTH: L1, Triangle, Up, Down, Circle(2), Triangle, Square, Right, Square
ALL WEAPONS: L1, Triangle, Up, Down, Circle(2), Triangle, Square, Up, Circle
MAXIMUM AMMUNITION: L1, Triangle, Up, Down, Circle(twice), Triangle, Square, Left, Triangle
RAPID FIRE: L1, Triangle, Up, Down, Circle(2), Up(3), Down

GAME BOY COLOR

■ YODA STORIES

You bought it because it was Star Wars, right? Jamie Scott from Corby did, and he's sent this foxy list of level codes to help you out:

2: XKJ
4:TDM
6: ZBV
8:TGR
3: GJP
5: WTM
7: QTC
9: VDP
10: BFG



■ PRINCE OF PERSIA

Struggling with this platform classic? Here are some passwords from Ben Hearne in Liverpool so you can check out the later levels.

LEVEL 8:	70914195
LEVEL 9:	68813685
LEVEL 10:	01414654

UEFA
EURO 2000
Official Licensed Product

24

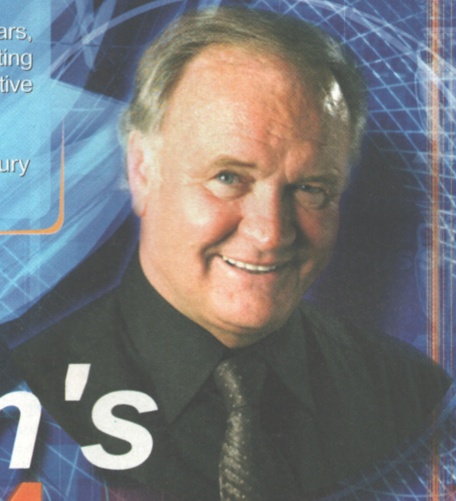
Michael Owen
Dennis Bergkamp
Zinedine Zidane
Marcel Desailly
Thierry Henry
David Beckham
Paul Scholes
Gareth Southgate
Patrick Vieira
Tore Andre Flo
Jaap Stam
Patrik Berger
Christian Ziege
Alan Shearer
Christian Vieri
Dan Petrescu
Peter Schmeichel
Emmanuel Petit
Marc Overmars
David Seaman
Luis Figo
Sol Campbell
Fernando Hierro
Tony Adams

Take it out.
Put it in.
Go!

player profile photogallery footage stats factfile

"Of all the products that have hit the soccer market in recent years, this is the most exciting and the most innovative that I have seen."

"This is a 21st century collector's dream."



Ron's 24 to watch

www.serioussportz.com

The first collectable series of Seriouscardz™, an official product of EURO 2000™, this exciting collection of Ron's 24 stars of the moment all feature game footage from World Cup '98 and Euro '96, photo gallery, player stats, player profile and more. Collect all 24 and enter our online prize draw to win a commemorative collection signed and presented by Ron Atkinson. Compatible with Windows® 95, Windows 98 or Windows NT®.

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ILLUSTRATION: Michael Bowden (mbowden1@hotmail.com)

mailbag

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER
COFFIN CAPERS

Loved Issue 222's feature on urban legends. But what's all this about Les owning a coffin and using it to scare kids? Your public deserves to know the truth!

Using CVG's patented DIY guide, here's one for you: Dean Scott invented the battered Mars Bar.

Ziggy D, via email

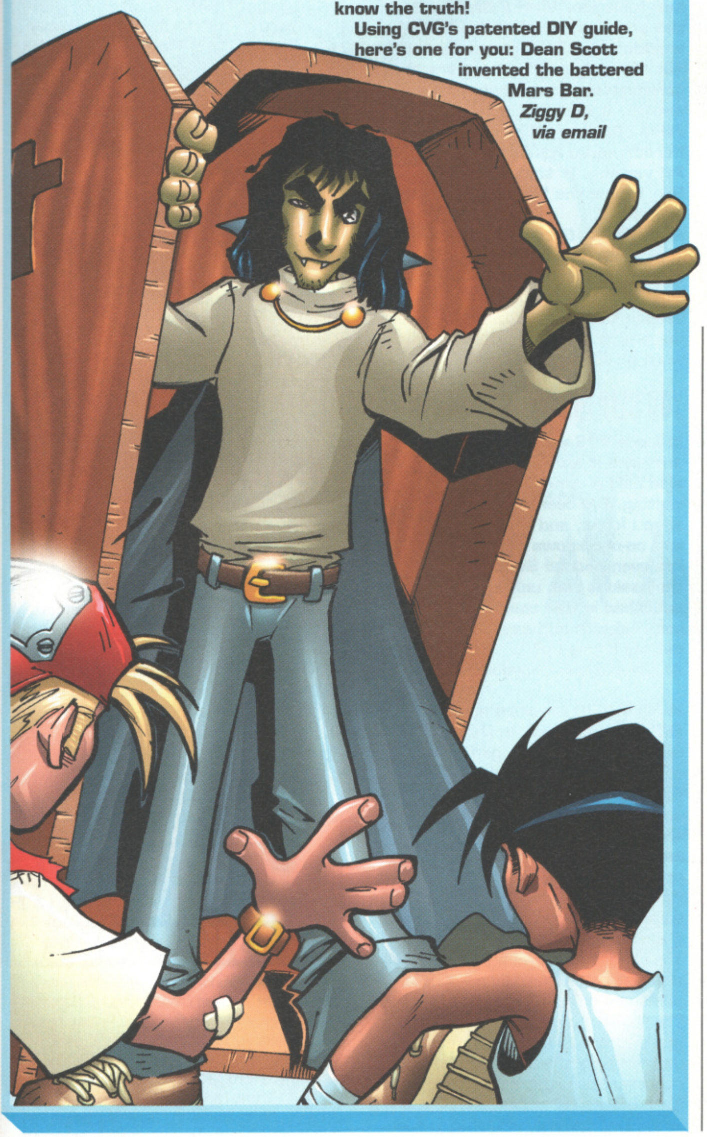
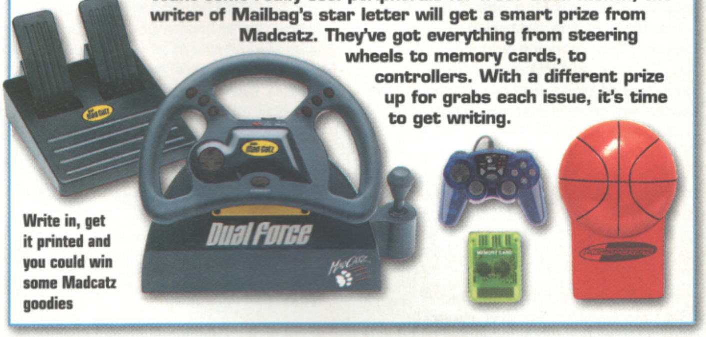


ILLUSTRATION: Michael Bowden (mbowden1@hotmail.com)

WIN WITH MADCATZ©

Want some really cool peripherals for free? Each month, the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.



Write in, get it printed and you could win some Madcatz goodies

NICE ONE DAD

I'm a DC owner and I was overjoyed with my purchase until a week ago, when I saw my son playing on his PlayStation. I'd bought him a couple of games to pacify his jealousy – *GTA2* and *World Championship Motocross*. The latter is a truly fantastic game and I'm ashamed to say I've now taken his machine and game and won't let him go on it. Are there any motocross games for the DC and have you reviewed them? Please say there is, so I can give my son his toys back.

A. Cavanagh, Cockermouth

You utter b@st@rd. Looks like your son's out of luck – we've neither seen nor heard plans for DC motocross games past, present or future. We have, however, given your details to social services.

THE VERY LAST WORD

I'd like to reply to Seth Jones' letter from Issue 220. I didn't agree, either, with the outcome of The Best Games of All Time, but you shouldn't pass judgment on something you don't understand. You condemn the CVG team for voting on "a bunch of old, moronic games that no-one has ever heard of". A lot of games in the top 100 were less than two years old. This is probably due to the age of the kids who voted and who, maybe, only recently got into gaming. I'm 24 and I've been gaming since I was about six and the games CVG mentioned are the games that truly stood the test of time.

Alexander Zijlmans, The Netherlands

CRAZY AND SUBLIME

I'm writing to inform you about subliminal advertising in *Crazy Taxi*. I decided to impress my PlayStation-biased father and next-door neighbour by playing it on our downstairs TV. Then, without warning, my dad and neighbour began chanting simultaneously, 'A Pizza Hut, a Pizza Hut, Kentucky Fried Chicken and a Pizza Hut' (restaurants, featured in the game). Then my dad actually went out and bought a KFC. Sega wins again!!!

Gaz Jones, Wrexham

AM I FOR REAL?

Help me. I'm not sure if I exist. I can no longer distinguish reality. Yes, I've been playing *The Sims*. I get up – my sims get up. I talk on the phone – my sims talk on the phone. I play on the PC – my sims play on the PC: a game withing a game withing a game… The only thing that's keeping me sane is that I have made my sims Kane from *C&C* shack up with Avatar and Raven from *Ultima Ascension*.

Henry Dalton, Poole

And that's keeping you sane?!

> *"I've got Kane from* C&C *shacking up with Avatar and Raven from* Ultima Ascension*"*
>
> ***Henry Dalton, Poole***

> "So do you all dress up when you are reviewing games?"
>
> **Andrew Cronin, London**

OUT OF SONIC JUICE

I'm just writing to say how shocked I am about the short lifespan of the VMS for the Dreamcast – I thought you guys were joking about how fast they drained the batteries. To my horror, this morning when I booted up *Sonic*, the VMS gave a loud screeching noise and prompted for its batteries to be changed. Damn it!

Ming Fey, Durham

We've heard a lot of similar grumbles, but have you been taking Sega's advice to re-insert the 'pull' tab (that activates the unit) when you're not using it?

PUT THE BOOT IN

I read with interest your Bag A Bargain feature. I travel round car-boot sales every Sunday. Some of my bargains include:

Game Boy and *Tetris* – £5

Sega Master System 1 – 50p

Sega Master System 2 – £1

SNES plus eight games – £10

My advice to your readers is to set the alarm on Sunday mornings and go car-booting!

Dave Newbold, Trowell

All right, all right. You bagged some seriously cheap goodies. Good advice.

THE BEAUTIFUL PAIN

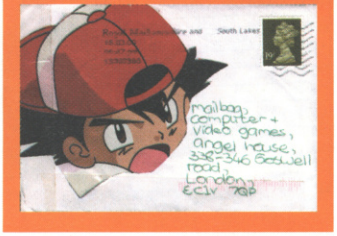
Having just purchased *ISS Pro Evolution*, why – as a nation of lovers of the Beautiful Game – have none of our own (British/European) developers made a football game to match it in terms of gameplay, realism, etc...? It seems Japanese developers regard innovation and gameplay as important. Name any British/European game to match *ISS Pro*, *Tekken* and *Gran Turismo* – you could count them on just one hand. So come on developers, spend a bit more time tweaking and perfecting the games you develop for us. After all, it's us who pay for your products.

D Brooks, Sutton in Ashfield

We were right behind you till you started talking about more than just footie. We'd have to say you're largely correct about decent European-made footie games, but cussing European developers in all genres is just not on. Never heard of Rare (*Donkey Kong 64*, *GoldenEye*), Bullfrog (*Theme Park*), Argonaut (*Starfox*), Criterion (*Trickstyle*), Team 17 (*Worms*), DMA (*Grand Theft Auto*, *Lemmings*), Iguana (*Shadowman*), Bizarre Creations (*Metropolis Street Racer*, *Formula 1*), Core (*Tomb Raider*), Psygnosis (*WipeOut*)? And that's just in the UK off the top of our heads.

ENVELOPE OF THE MONTH

As *Pokémon* fever tightens its grip on the UK with the first movie, *Stadium* and the upcoming *Snap*, we've had more than a few *Pokémon*-decorated envelopes. But this month's winner is Paul Kenny from Lancashire. Keep 'em coming guys.



SENTENCED TO DEATH

OUT OF THE CLOSET

Aha! CVG's team are finally showing their true colours. Tucked away in Issue 222's Win £100 section you asked who secretly dressed up as Lara when reviewing *Tomb Raider* on GB. Looking at who reviewed your handheld games, it could only have been Lee! So do you all dress up when you are reviewing games?

Andrew Cronin, London

No. Honestly. That isn't a picture of Dean playing *Resi* on Game Boy. It can't be, because the game's been axed. Blackmailers' note: bidding for the negatives of Lee in all his Lara glory starts at £100.

PRO ISS

***ISS Pro Evolution* is the best footie game out. I own *FIFA 98*, *2000* and *Evolution*, so I know what I'm talking about. *ISS* looks and feels like *Virtua Striker 2* in the arcades, which is brilliant. I wouldn't say *FIFA* games are s**t but the only good things are the commentators and real player names. A friend of mine who has *FIFA 2000* on PC says it's far harder and a lot better than the PS version. Is this correct?**

PS: You're the best games mag in the world.

Rene Gens, Greece

Your *FIFA*-loving mate is talking out his tradesman's entrance. There's no difference in the difficulty – the PC version just looks better and moves more smoothly. And that's the final word on *ISS* for this issue.

YOU SLIP ME UP

In Issue 218 you reviewed *NFL 2K* and gave it four out of five stars. You also said it was out now. I'm still waiting. I've been to every games shop I know, and they don't have it and no-one knows anything about it. I've even phoned Sega Europe and they said it was unlikely to be published in this country. So why did you review it and say 'out now' and get my hopes up?

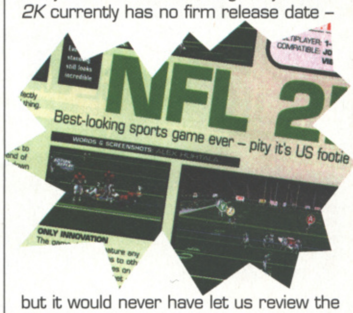
M Livingstone, Croydon

In Issue 220 I saw an article on *WWF Smackdown*. In the Facts section it stated the game was coming out in March. I was ecstatic because I'd been saving up since January. I went to a few retailers but they said it's not out until April 14. I was almost in tears. Next time you print something, check you've got it right. My final thing: can you tell me when PlayStation 2 comes out?

Sean Huggins, Bournemouth

The release dates we print are official or best estimates from the game's publishers or information available. They're accurate at the time we go to press. But it's a sad fact of the industry that for various reasons games slip, pushing release dates back. You'll have already seen our occasional Where Are They Now? column dedicated to such delays. For the record, Sega says *NFL 2K* currently has no firm release date – but it would never have let us review the code if a release wasn't imminent at the time. In *Smackdown*'s case, that was the release date when we went to press – it subsequently slipped. Finally, PS2's official UK launch date is September, but we're putting money on a November or even early 2001 release.

PS A big soz to e-mail users – due to a hiccup with our e-mail, we haven't received all your letters. Rest assured, it's now sorted.


NFL 2
Best-looking sports game ever – pity it's US footie
WORDS & SCREENSHOTS: ALEX HUHTALA
ONLY INNOVATION

WHAT A RUSH

So PlayStation 2 finally became a reality. I must say it was very refreshing to find some honest and open views on the state of the first batch of PS2 titles. I get the impression of things being rushed with several titles...

Ross Sillifant, Holsworthy

We always strive to tell it as it is. Trust you've all sent our open letter to your favourite developers urging them to come up with original PS2 titles? Yes, we'd agree some launch titles seemed a tad rushed – *Ridge Racer 5* tracks were solid but unoriginal while *Street Fighter EX3* lacked that special extra polish.

WHO WROTE TO MAILBAG THIS MONTH

Ryan Grundy, Altrincham; Chris Ridley, Ratby; David Long, Widnes; C Bardswil, London; Adam Mesmari, Folkestone; MJ Brown, Walton on Thames; Russell Martin, Norbury; Tom Urwin, Bantry; Richard Lamey, Rochdale; Mark O Toole, Borris; Heather Kerrigan, Newtownstewart; Dane Bygrave, Tamworth; Jamie Smith, Edinburgh; Eric Browne, Co Dublin; Samuel Windle; Jamie Moloney, Cahir; Abdullah Nagem, London; Paul Fitzpatrick, Waterford, Kamaldeep singh, Wolverhampton; Michael Jackson, Latchford; Alex Reid, Golders Green; Chok Wah Man, Aylesbury; Sammy; Gareth R, by email.

> "My advice is to set the alarm Sunday morning and go car-booting"
>
> **Dave Newbold, Trowell**

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The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video
Games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

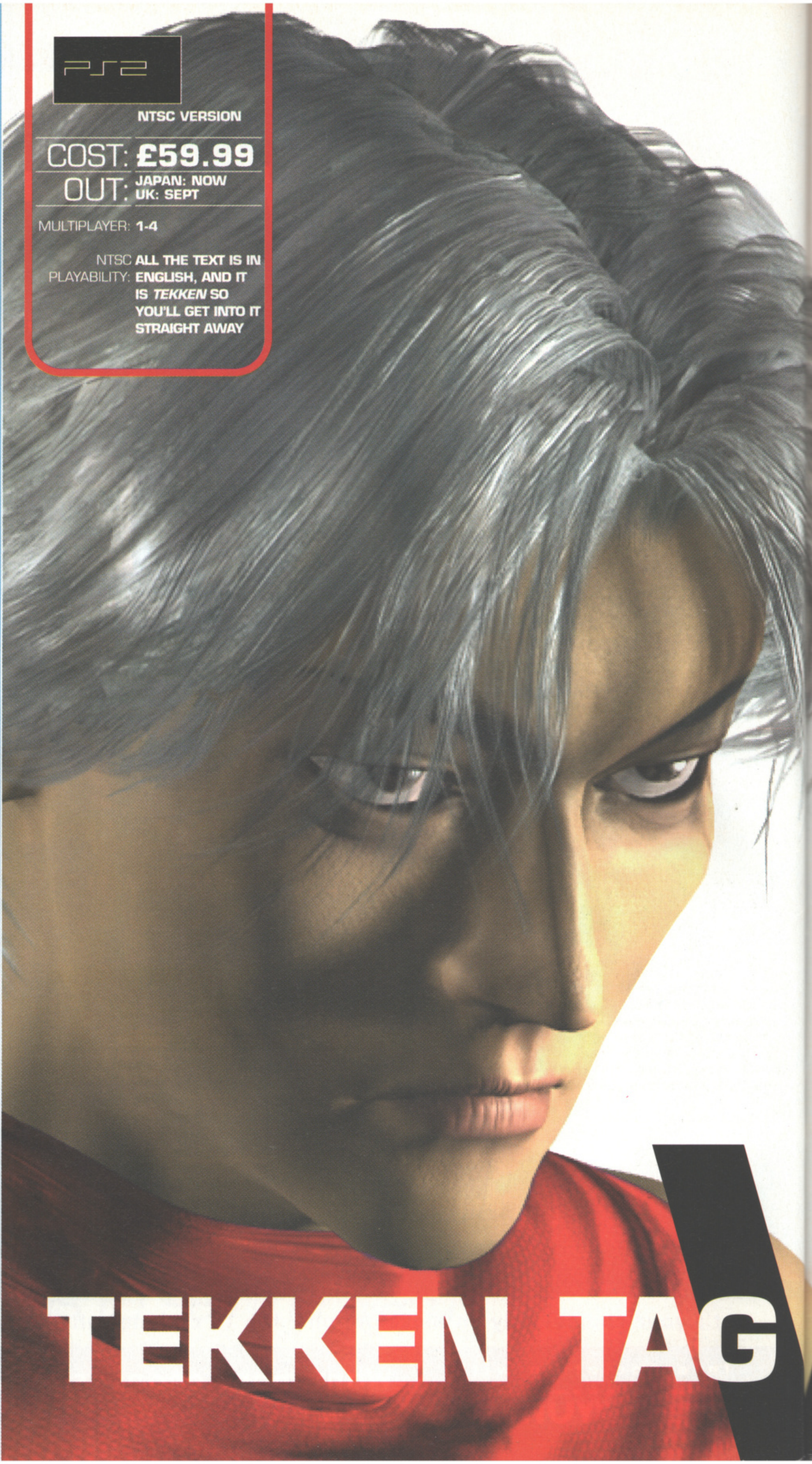
THIS MONTH'S BIG HITTERS...

86
MDK 2
Kurt's back. And he's on DC

90
N-GEN RACING
WipeOut fans *will* be pleased

98
MARIO PARTY 2
You won't be board

108
PERFECT DARK
Turn the lights off. It's here



PS2

NTSC VERSION

COST: £59.99

OUT: JAPAN: NOW
UK: SEPT

MULTIPLAYER: 1-4

NTSC PLAYABILITY: ALL THE TEXT IS IN ENGLISH, AND IT IS *TEKKEN* SO YOU'LL GET INTO IT STRAIGHT AWAY

TEKKEN TAG

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PS2

NTSC VERSION

COST: **£59.99**
OUT: **JAPAN: NOW**
UK: TBC
MULTIPLAYER: **1-4**
NTSC PLAYABILITY: **AGAIN, CONVENIENTLY ALL IN ENGLISH, BLESS 'EM**

We're once again gripped in the jaws of a games dilemma. The world's newest next-gen console has only gone and got two big name beat 'em up blockbusters released at the same time. The scrap is back on for the title of Beat 'em Up King of the World and CVG is in the judge's seat to determine the winner. In the red corner, the daddy of next generation fistfests, *Tekken*, gets another outing with *Tekken Tag* (or *Tekken 3 and a quarter* as it's now known in the office). In the blue corner, Tecmo's *Dead Or Alive 2* provides some male chauvinist entertainment with the finest looking babes ever to grace a game (and yes, that includes Lara). Ding ding. Round One.

Which of PlayStation 2's big hitters is the best?

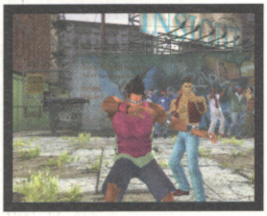
WORDS & SCREENSHOTS: LES ELLIS

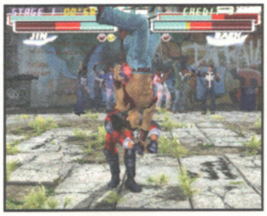
DEAD OR ALIVE 2

TEKKEN TAG

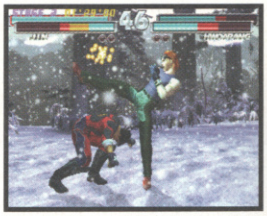
MORE THAN A GIMMICK

What's all this *Tekken 3 and a quarter* business? Well, take *Tekken 3*, add these gimmicks and there you go, *Tekken Tag*.

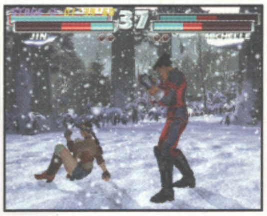

Two fighters instead of one. They must have been up all night thinking of that



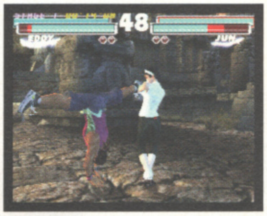
Tag throw lobs your opponent about, while your tag partner can punch him



Use up extra polygons with gameplay enhancing weather effects, like snow



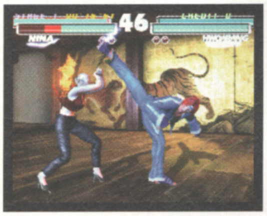
When the 3D arenas rotate a glitch is revealed: areas rotate at different speeds



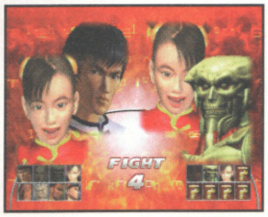
It's certainly loaded with characters. And there are plenty of daft moves

GAME MODES

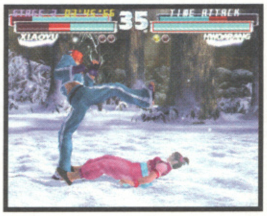
So it's two-on-two in a straight fight then, but what other fisting delights does *Tekken Tag* have in store for the discerning PlayStation 2 fighter?



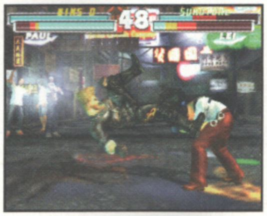
Arcade mode. Pick your fighters and take on teams to reach the bosses



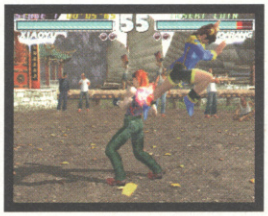
The Team Battle where you can have up to eight characters in a team



Take on teams in Time Attack mode, then do it again to beat your time



Survival mode. Fight team after team, but your energy bar isn't replenished

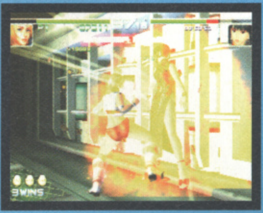


One-on-one fighting. No need for team partners when you can go it alone

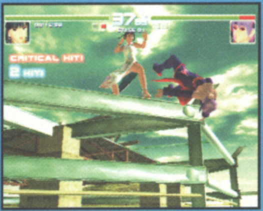
DEAD OR ALIVE 2

MORE THAN A GIMMICK

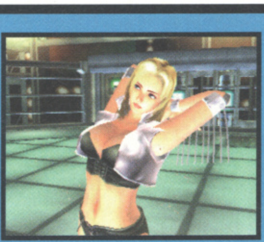
When it comes to showing off the tricks up its sleeve (or under its blouse), *Dead Or Alive 2* is not going to stand back and let *Tekken* take all the glory.

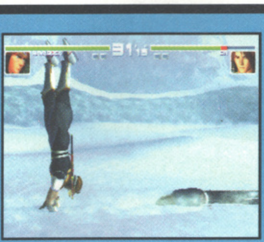


Smashing into a wall at max power nearly always leads to a flash effect

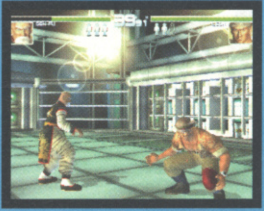


No ring outs here – if they reach the edge they'll probably go straight over


Look at 'em bounce. Don't you love it? That's what we call use of physics



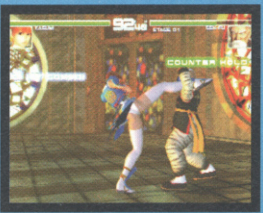
Weather effects? We don't need 'em... but here's how we do snow



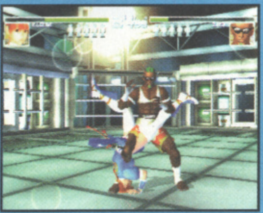
We can do more than one-player per team, as well

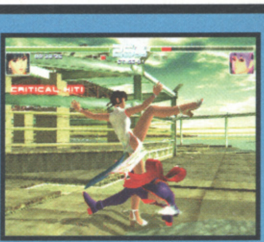
GAME MODES

One-on-one or two-on-two – that's just the start of *Dead Or Alive 2*'s fighting modes. There's something for everyone as it caters for fight fans and those who like longevity in their games. Check these out...

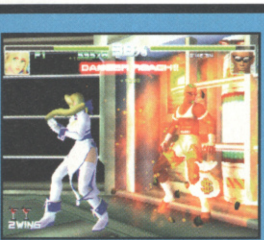


Arcade mode? No probs. It can do Versus mode too. Neck and neck so far

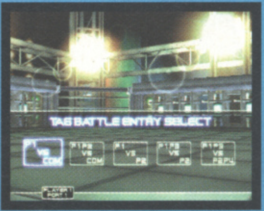

Team Battle. Five-a-side combat – you can have the girls on one side, wahoo



Time attack. Beat 'em up as fast as you can, then try to beat your own record



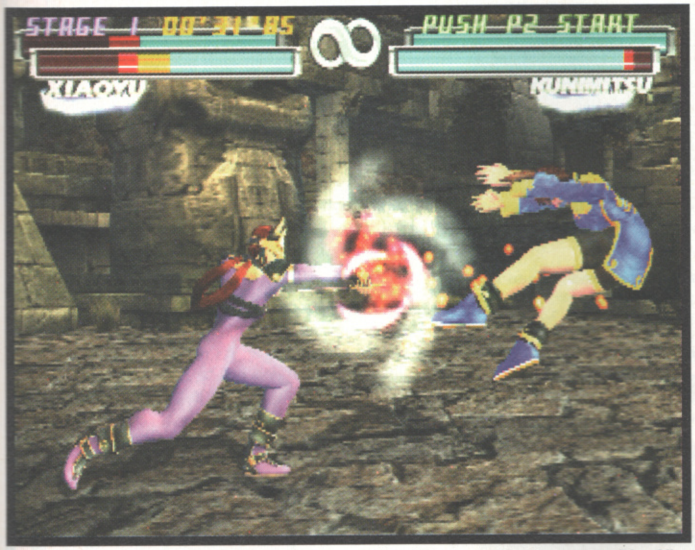
Survival. You against the world. Get power-ups to survive longer



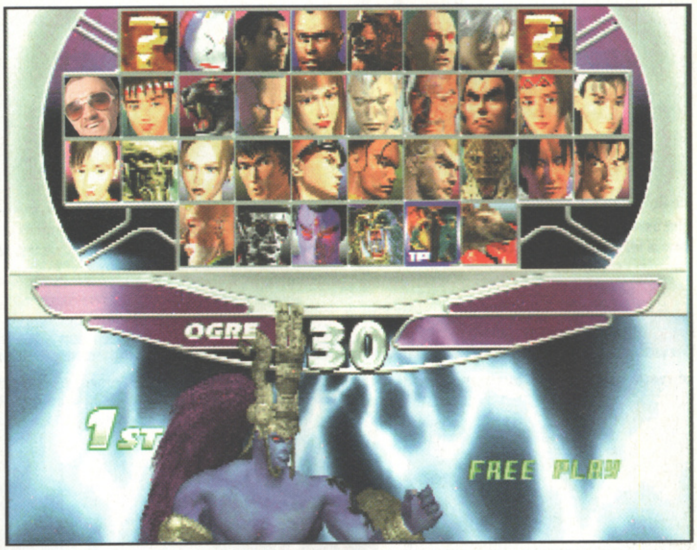
Tag battles allow up to four players to get involved in the furious rucking

FIGHTINGSYSTEMS

Tekken Tag is the daddy when it comes to the fighting system. It's very hard to just pick up and play because you really need to know the juggling and combo systems. It's a deeper game than before, with more moves.



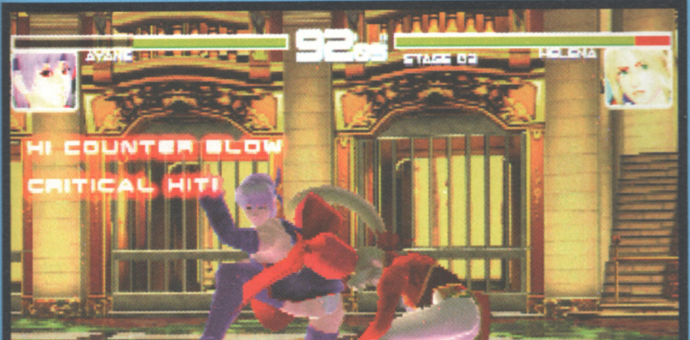
Smashing your clueless opponent into the air is the easy bit - doing the harshest damage possible while they're up there is harder. *Tekken* is more about learning how to juggle your opponent while there's nothing they can do to stop you. Some experts can kill someone without receiving a single hit



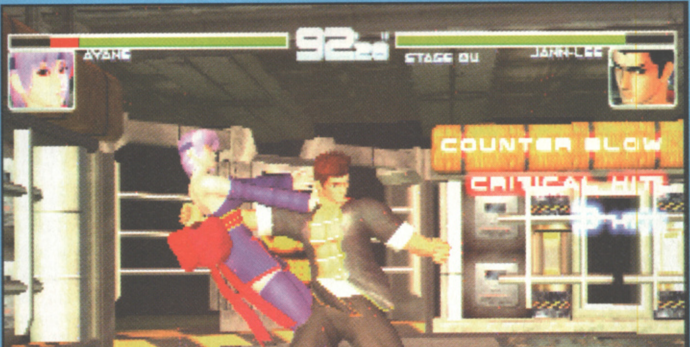
The *Tekken Tag* roster. One of the more impressive line-ups in fighting history. With this many characters and this many moves, people tend to find one and specialise, rather than just be good at all of them. When you start the top and bottom rows there are question marks – characters that you have to earn

FIGHTINGSYSTEMS

Pick up and in seconds you're into it. There are loads of moves, and the true depth of the game is noticeable when you start to figure out the counters and juggles. Probably the easier of the two to master.



Counter blows? Critical hits? Pants in face? This'll do me, thank you very much. Oh, and check out those reflections. The real depth in *Dead Or Alive 2* comes when you start to master the dozens of attacks that directly counter what your opponent is up to. A real expert will have the grace of martial arts stars Bruce Lee or Jackie Chan

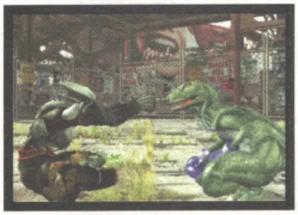


Throw in combos and different blows depending on how close you can get to your opponent. This gets deeper than you initially thought possible of a game that seemed to be focussing more on chests and underwear than fighting ability. And it's more fun, which helps when you come to make your final buying decision

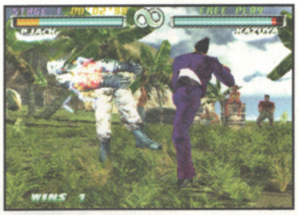
TEKKEN TAG

ACTION STATIONS

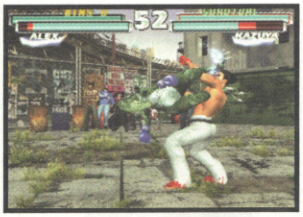
Despite the lack of pick-up-and-play, *Tekken Tag* still manages to come up with a few intense situations of its own.



Not exactly intense, but Theatre mode shows off some stunning CGI sequences



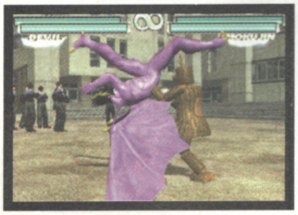
Kazuya is always good for showing off the fireworks in his attacks



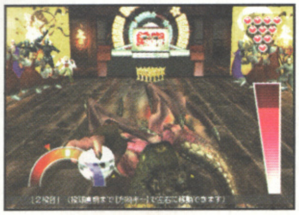
Bit of an obvious name for a dinosaur really, Alex. Right

WHICH WOULD YOU PREFER?

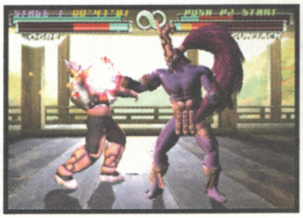
Time is running out. You must make your final decision on which one to get. Here are some highlights to help.



***Tekken* has some bizarre characters. But can they measure up to the delights of Tina?**



And, er, if you get bored with fighting there's always *Tekken Bowling* tucked away in there



If only it wasn't so similar to *Tekken 3*, we'd be slightly more impressed

WHAT WE THOUGHT

IT'S A SHAME

Tekken Tag leaves you a bit disappointed. All those early shots made it look like the game to show off what the PS2 could really do. It didn't matter about the dodgy launch line-up because *Tekken Tag* was charging over the hills to save the day.

WHAT WENT WRONG?

Jaggedy characters and background objects show the PS2 is not all that when it comes to some graphics and textures. Floors not quite meeting walls and polygon tears everywhere make you think that maybe they rushed this.

FISTING FURY

The gameplay is classic *Tekken*. The addition of a tag partner doesn't really add much to the fights, other than making them last longer. Returning from the last game are 15 characters to make up the bulk of the 20-strong roster, and there are 12 hidden characters to unlock – so longevity isn't a problem. But lack of excitement is. As much as we loved the last *Tekken*, it's not long before *DOA2* replaces it in the disc tray – it's just more fun to fight.

WORTH PLAYING?

Yes, if you're a die-hard *Tekken* fan. This game hasn't moved on much from *Tekken 3*. The thrown in gimmicks aren't enough to distract you from unoriginal gameplay. *Tekken Tag* just doesn't deliver.

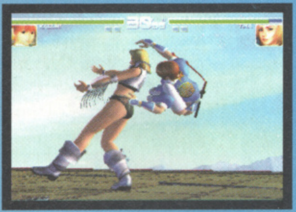
computer and video Games

★★★★

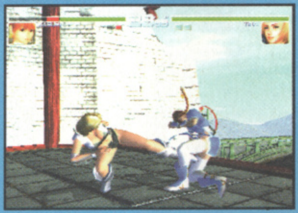
DEAD OR ALIVE 2

ACTION STATIONS

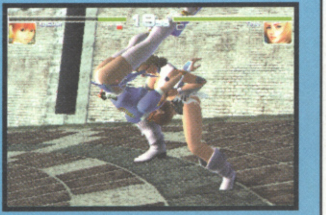
Fighting games are all about intense action, so when the fisting starts, *DOA2* isn't backward in bringing it on.



You could try hanging off someone's neck, preferably breaking it in the process



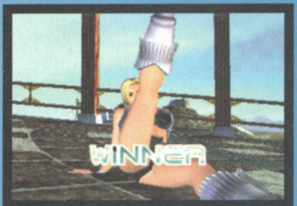
And just when you thought nothing would distract you, look at that cleavage



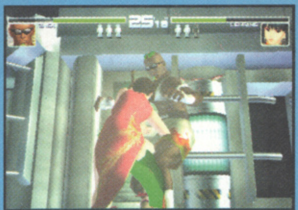
And those special moves just look oh-so-special, don't they?

WHICH WOULD YOU PREFER?

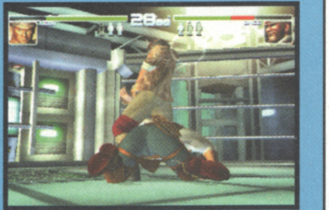
Measure these class moments against *Tekken*'s and whichever leaves you drooling is the game you should get.



Tina competing with Lara as the greatest videogame sex symbol



And where else do you get to see close up fist-in-groin action?



Erk! Need we say much more about this and how good it is? Just look at it

WHAT WE THOUGHT

MORE LIKE IT

Big-breasted babes battling in fantastic multi-layered environments. *DOA2* has built on its cult following and delivers exactly what players want – fast and furious fisting fun.

PAMELA ANDERSON LOOKS

DOA2 has some of the same jagged edges to its polygon beauties due to the lack of anti-aliasing in the PS2, and it doesn't have stuff going on in the background. But it does have amazing looking stages and on most of them you can smash people off ledges on to different levels. The characters are much more brightly coloured and fun than *Tekken*'s, and the women, ooooh the women!

SEE YA LARA

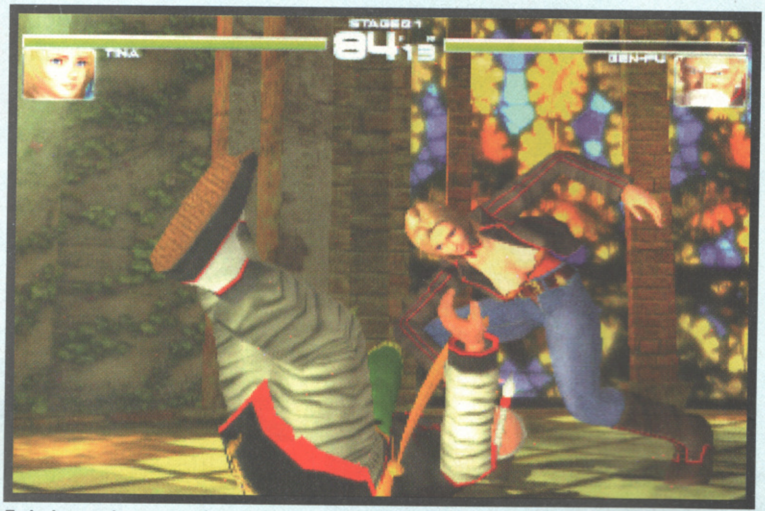
It's easy to pick up and play, and within a few goes you've grasped the basics. And that's when the fun starts. There's so much hidden depth to discover. The moves are spectacular and two experts fighting at *DOA2* is a sight to behold. Exciting characters, more spectacular moves, better locations and all much more pleasing to the eye.

WORTH PLAYING?

Yup. We're talking King of the PlayStation 2 beat 'em ups and it'll go down in history as the game that 'did' *Tekken*. For in-your-face fun and violence you can't go wrong with this.

computer and video Games

★★★★



Tina's cleavage slam gets the better of someone who's way too old to be letching after her

DEAD OR ALIVE 2

Fit to give PlayStation 2 a good shoeing

WORDS & SCREENSHOTS: LES ELLIS

COST: **£39.99**
OUT: **JULY**
MULTIPLAYER: **1-4**

WHAT YOU NEED TO KNOW
The first version of the mighty *Dead Or Alive 2* to hit the UK is the Dreamcast. And it's practically identical to the PlayStation 2 version. Just as some players were beginning to think that maybe Dreamcast was in trouble, they pull this baby out of the hat.

MINOR SURGERY
What has been altered so that this PlayStation 2 classic can be squeezed into the DC? Not much. It has a slightly slower frame rate and cosmetic differences. It's a kick-ass beat 'em up, that, while not quite matching the majesty of *Soul Calibur* or the outrageous fun of *Power Stone*, still rates as a landmark release.

SILICON BEAUTIES
Even a *Tekken* expert can be beaten by a random button-bashing novice, but get to grips with the basics of *Dead Or Alive 2* and wonderfully tactical fights emerge, with some of the most powerful special moves seen anywhere. The action is slick, the graphics are amazing, the levels are great – most of them allowing you to smash opponents over edges to lower levels. There are enough different modes to keep you glued for ages, including you against multiple opponents or even a Tag mode (*Tekken*'s special feature is standard here).

WORTH PLAYING?
For Tina's outfits alone. The second best beat 'em up on the DC (after *Soul Calibur*) is better than *Tekken Tag*, which is supposedly one of the PlayStation 2's big hitters. One of the Dreamcast's biggest UK releases for ages goes to show you that it's well worth hanging on to your DC. *DoA2* deserves to sell loads, so go and buy it. Now.

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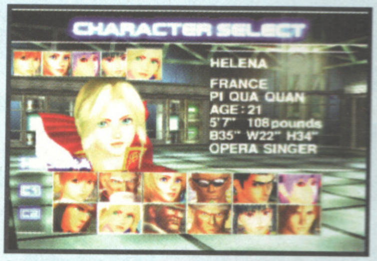
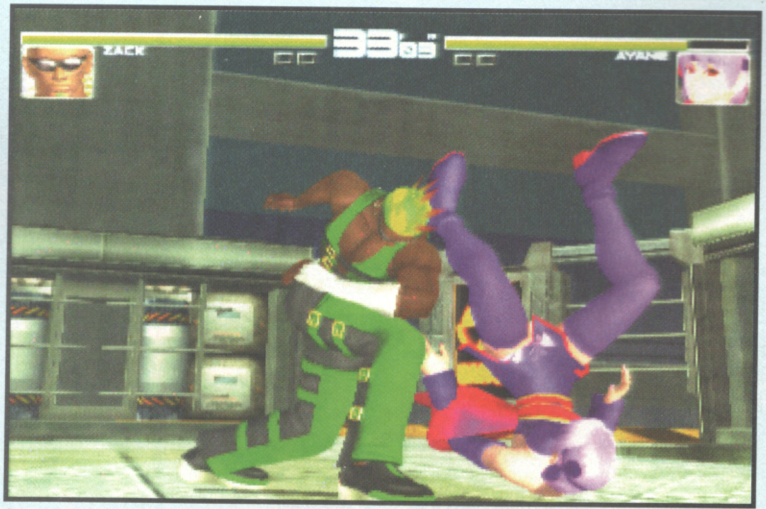
IF YOU LIKE THIS TRY THESE...
Resident Evil 2 (PS), *Resident Evil Nemesis* (PS), *Resident Evil* (PS),

Name one other fighting game where a character gets to practice her circus act or latest dance moves on someone else's head



It may have a few less stages than the PS2 version, but you can still have teams of five battling each other, which makes for tense action sequences



As good as this looks, the clever money is still on *Soul Calibur* being officially known as the Dreamcast's greatest beat 'em up – but this is the closest anything has come to toppling it

JUDGEMENT DAY

Though they scored the same, *DoA2* comes out on top as PS2's beat 'em up champ. But the overall title of Beat 'em up King of the World is retained by the DC's *Soul Calibur*. In fact, the DC comes out a double winner cos it now boasts a five-star version of *DoA2* in the UK, half a year before the PS2 games' UK releases. So why'd we score DC *DoA2* higher than the PS2 version? Cos we believe it's a more impressive achievement on that console at this time.

WHAT THE TEAM THOUGHT

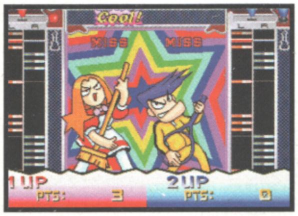
LEE
I was right into *Tekken 3* on PlayStation and *Tekken Tag* has the same fun factor, but something is lacking in this PS2 sequel. Maybe I was expecting too much. For sheer fun and pick-up-and-playability, it's *Dead or Alive 2* over *Tekken Tag*.

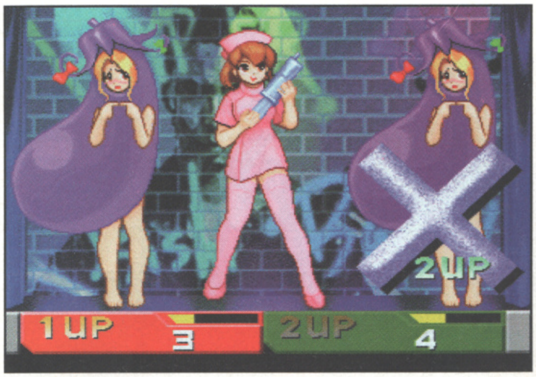
MATT
For non-hardcore fighter fans, both games are good. *Tekken* hasn't moved along a bunch, though. *DoA2* is great fun from the off, and though it's a close-run thing, is the game I'd rather play. *Soul Calibur* still rules, in my mind.

DEAN
Call me a freak, but I prefer *Tekken Tag*. Fighter responses are more immediate, the controls more intuitive, and the moves more logical. The characters are also much better. *Dead or Alive 2* is just a load of random birds with big tits. That said, both *Soul Calibur* and *Power Stone* on DC are much better than both of these.

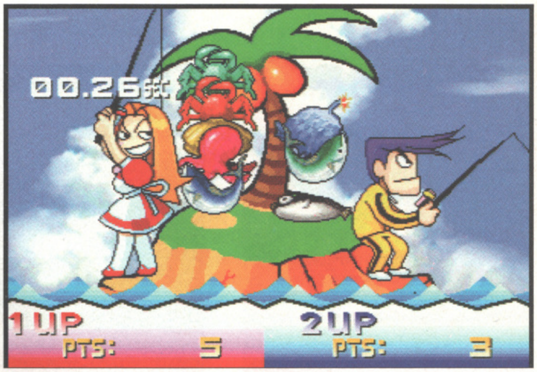
PETE
Tar and feather my arse and call be Chocobo, but both PS2 beat 'em ups quickly bored me up. Which is better? It's really a matter of personal taste. *Tekken* fans'll love *Tag* but, if they gave it a chance, they'd probably love *DoA2* too. It's a turn-up to see the DC title giving both PS2 fighters a shoeing.

COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **1-8**





Take part is some crazy aubergine madness –the *Bishi Bashi* way



There's a food theme throughout and this fishing test of reflexes is a real blast

BISHI BASHI SPECIAL

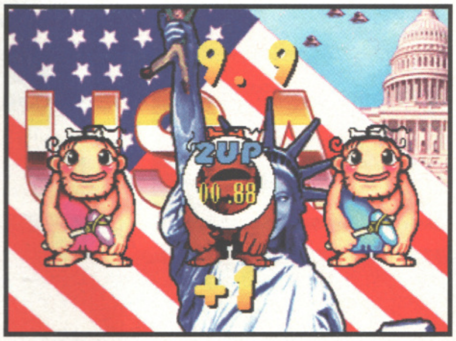
WORDS & SCREENSHOTS: LEE SKITTRELL

It's not right, but it's sort of okay – ish

WHAT YOU NEED TO KNOW
It's not often that UK gamers are treated to the full-on weirdness of some of the best-selling Japanese titles. We're yet to see the insanely popular love 'em up genre brought to our shores, and the dubious pleasures of the Japanese *Go By Train* series remain elusive. Occasionally, one of these left-field wonders slips through the net – and *Bishi Bashi* is as left-field as it gets.

UNCLE LAUNCHER
The game includes both Super and Hyper modes, and sees multiple players facing off in a series of daft or plain insane challenges, *Point Blank*-style. The games range from the awesome Uncle Launcher, where you're shooting uncles from a cannon on to a giant pair of weighing scales, to the baffling Burger Girl, where you build burgers for points. The challenges are over quick, but there are over 80 of them in the game and they're all truly twisted.

BISHI BASHI TOGETHER
As a single-player experience, *Bishi Bashi* is fun only for a short while, but multiplayer is where the crack is definitely at. Eight players can take part in the special Marathon mode, with two or three players on screen at one time, depending on the challenge that is at hand. Most of the laughs in this mode lie in the challenges themselves, and the deranged things you're asked to do make this perfect post-pub playing.



Model Face
1.1

WORTH PLAYING?
Bishi Bashi Special is a weak one-player game. Once you've seen all the games you'll probably not want to revisit them. The controls for some of the challenges are also obscure and by the time you've figured it out you'll have run out of time and failed miserably. Multiplayer laughs, however, elevate the game to above average, and the bargain price definitely makes this worth a look.

computer and video games
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IF YOU LIKE THIS TRY THESE...
Panic Park (Arcade)
Point Blank (PS)

Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

SWORD OF THE BERSERK: GUTS' RAGE

Lots of gore, but not much score

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

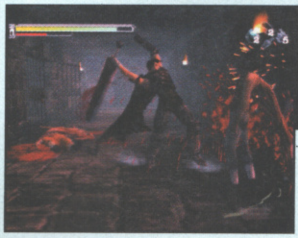
The Japanese bought enough copies of this game for it to be a chart topper. God only knows why. You roam around killing people in the style of *Dynamite Cop* or *Zombie Revenge*, but you use a stupidly large sword to do the chopping. There's lots of blood, but things don't get really messy until you've been shoed-in enough to get in a 'rage'. The screen goes red, and people start falling apart with single hits.

BLOOD SQUIRTING EVERYWHERE

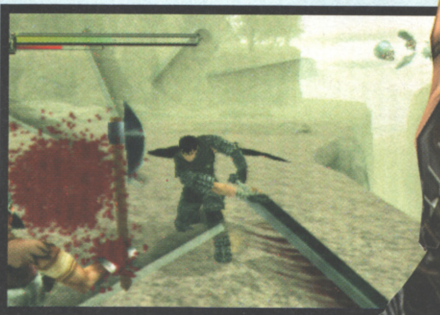
The graphics are great, but the gore won't be gory enough for some. While not in a 'rage' you can't mutilate enemies – weird, considering the game's called *Berserk* – and when they die they fall to the ground, flash, and vanish. You can also fight with your fists and other weapons including a wrist-mounted crossbow. If you swing your big sword in an alley it clanks nicely off the walls.

WORTH PLAYING?

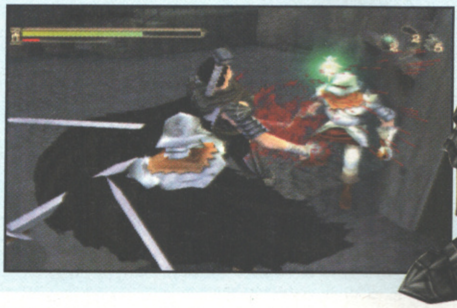
It's amusing for a while, but the action is always the same: hammer button to hack at people, walk a bit, hammer button again. The giant bosses are worth seeing, but you'll be bored long before you finish it. It would make a good arcade game, but this isn't in an arcade. This is a Dreamcast game that will cost you 40 quid. Avoid it like you'd avoid a real maniac with a sword.



No, I can't spare 10 pence for a cup of tea. Take this instead



My weapon is much larger than yours. The ladies go crazy for it, man. Totally crazy



computer and video **Games**

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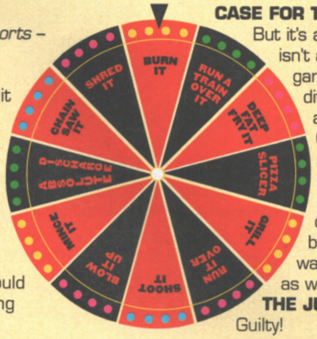
IF YOU LIKE THIS TRY THESE...
Soul Calibur (DC),
Dynamite Cop (DC)

WHEEL OF DEATH

This month's worst game is put in the dock

THE ACCUSED
Barbie Super Sports – PlayStation

THE CRIME
A game so bad it could tarnish the reputation of the PlayStation as a true games machine. A game so bad that even the novice player would find no redeeming features.



CASE FOR THE DEFENCE
But it's a game for girls. It isn't aiming at high-end gamers. It's a whole different market and approach.

CASE FOR THE PROSECUTION
Just because it's for girls doesn't mean it can get away with being rubbish. Girls want to play good games as well.

THE JUDGEMENT
Guilty!

THE SENTENCE
For crimes against gameplay, of which *Barbie Super Sports* has been found guilty, we have no other option than to sentence this game to The Wheel of Death. We have spun the wheel and this month's punishment will be... Burn It! Let the punishment begin.

KICK ASS @ Madasafish

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MAY THE FISH BE WITH YOU

Madasafish
freedom for the net generation

Dreamcast

COST: £39.99
OUT: NOW

MULTIPLAYER: **NO**

MDK2

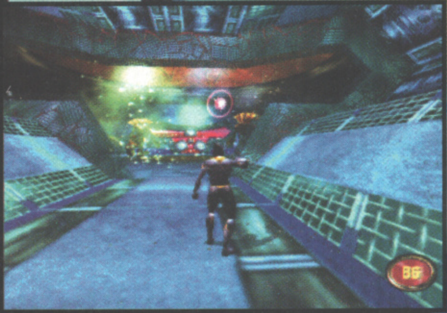
Platform shoot 'em ups never looked so good

WORDS & SCREENSHOTS: LEE SKITTRELL

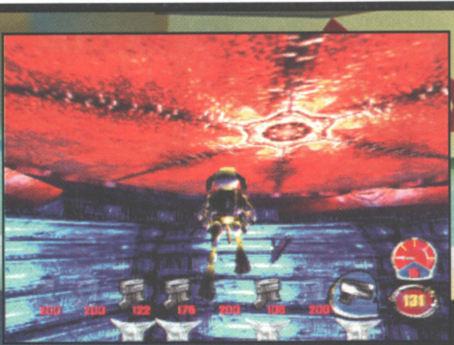
What do you do after successfully slapping about an opposing alien force? Take a holiday perhaps? Maybe put on some Kenny G and slide into a relaxing bubble bath? Well, if you're anything like Kurt and Co from the *MDK* team, you won't even get a chance to pat yourself on the back. The second wave of alien scum is on its way, bigger and badder than the first. Lucky then, that this time around you can fight for freedom as a team.

MAX, DOC, KURT

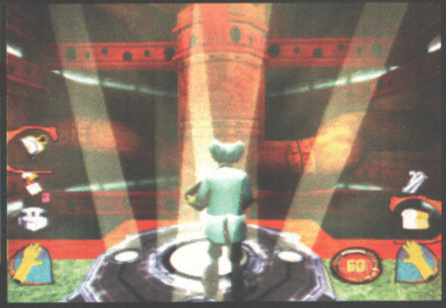
Unlike the first game on PC and PS, *MDK2* has you controlling three different characters in your efforts to defeat the marauding aliens. The switches between them are dictated by the story and usually involve one character getting into bother, and another one going in to sort out the problem. There are also mini-games for each character like dodging asteroids and going fishing.



This is Kurt, hero of the first game. He wears a suit designed by Doc Hawkins that lets him parachute around the levels



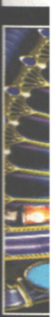
Max is the robotic canine creation of Hawkins, and has six legs. Max walks upright and uses his four extra limbs to tool-up with Uzis



Doc Hawkins was exiled into space because his fellow scientists wouldn't take him seriously. Now he's having the last laugh

Kurt's
make o

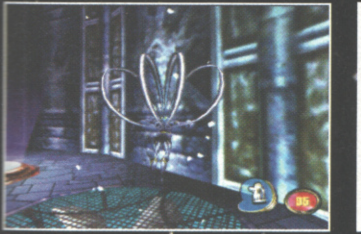
This is
beast.

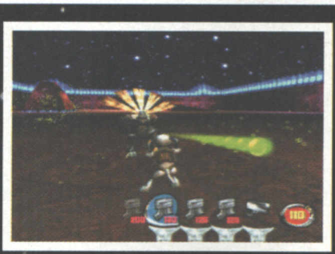


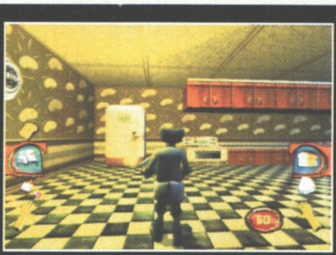
Kurt's
enemie

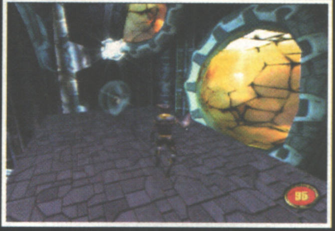
MOST DELIGHTFUL KOLOURS

MDK2 is one of the loveliest looking games ever. It's unique graphical style is somewhere between Aliens and a Carry On film. Each of the characters is nicely realised. The landscapes and textures are jaw-dropping and clever design avoids annoying loading screens in the middle of each stage.


Kurt's parachute opens beautifully, letting you make otherwise impossible jumps

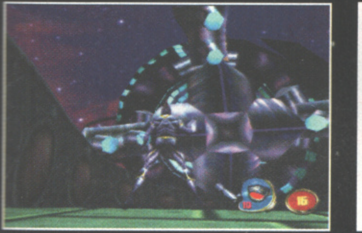

No matter how many baddies are on screen the action doesn't suffer from slow-down or pop-up

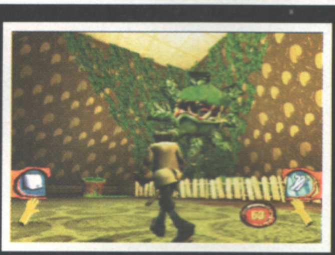

On Doc's ship you can check out the kitchen, relax in the lounge – even go to the loo. Whoo!

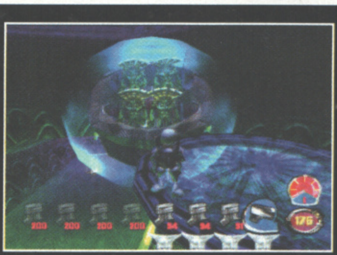

The amber balls spin in the walls, while amorphous shapes float within them. The effect is stunning

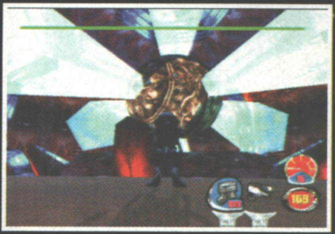
MANY DEADLY KROOKS

MDK2 features an awesome array of NPCs and vicious aliens. These range from slime-spitting mutant turkeys and frog-eyed aliens to man-eating pot plants. All these kooks add to the game's atmosphere, making blasting baddies away even more fun. Aliens explode into a satisfying pool of green goop... Mmm


This is the boss from Level One and he's a big beast. All the big bosses have their weak points

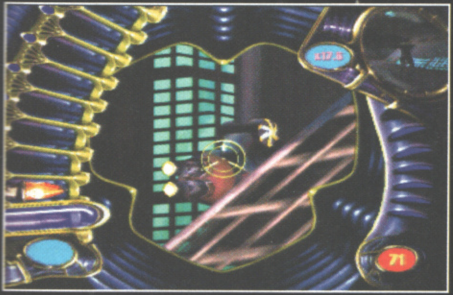

The ship's pet. Blow the baddies towards his jaws with the leaf-blower and see him eat away at them

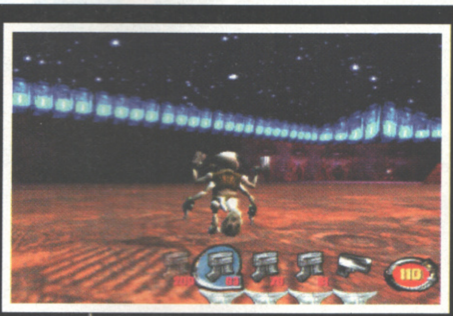

These froggy aliens won't attack. They just watch you as you struggle with a particularly nasty jump

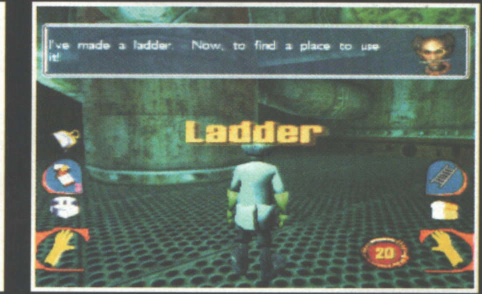

Another boss character. Max has to face off against this giant spinning ball of death

MUCH DIFFERENT KONTROLS

Max, Doc and Kurt all play differently and while they share some common functions, each has unique controls and abilities. It only takes a moment to get used to each character's new skills. Putting them successfully into practice however, will take more time.


Kurt's sniper rifle lets you clear a safe path through the hordes of enemies. The window in the top-right shows your position


Max's extra limbs are a hit when you're without cover. Tool-up and let the bullets fly. Reloading can be a bit fiddly in the heat of battle


I've made a ladder. Now, to find a place to use it!

Doc Hawkins is ambidextrous so he can carry different items in each hand. Pulling the right trigger lets you combine certain items

WHAT WE THOUGHT

MOODY
MDK2 is a fantastic-looking game that moves at a blinding speed. Everything feels polished, right down to the comic book loading scenes. The soundtrack is great too, and ranges from pounding choons for the all-out blasting sections, to ear-piercing strings in the spooky bits. All the characters are brilliantly realised and it's not long before you really start to feel at home with what each of the characters can do. For once, the blend of gameplay styles works well and the mini-games are great fun.

DIFFICULT
The game's massive levels are split into sub-sections, each with its own challenges. While the early levels won't cause you too much grief, later sections will have you tearing your hair out. The one fly in *MDK2*'s ointment is the over-reliance on precision jumping sections. The game gets hard quite quickly and it's a testament to its great design that working out each challenge remains fun.

KOOL?
MDK2's presentation makes people sit up and take notice. It's also full of gameplay to keep you blasting alien scum well into the night. The neat touches and crafty puzzles will definitely challenge you, but happily the game sits just the right side of frustrating. It's tough, fun, and definitely worth a look.

computer and video Games
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IF YOU LIKE THIS TRY THESE...
Jet Force Gemini (N64),
Rayman 2 (DC)

COMPETITION

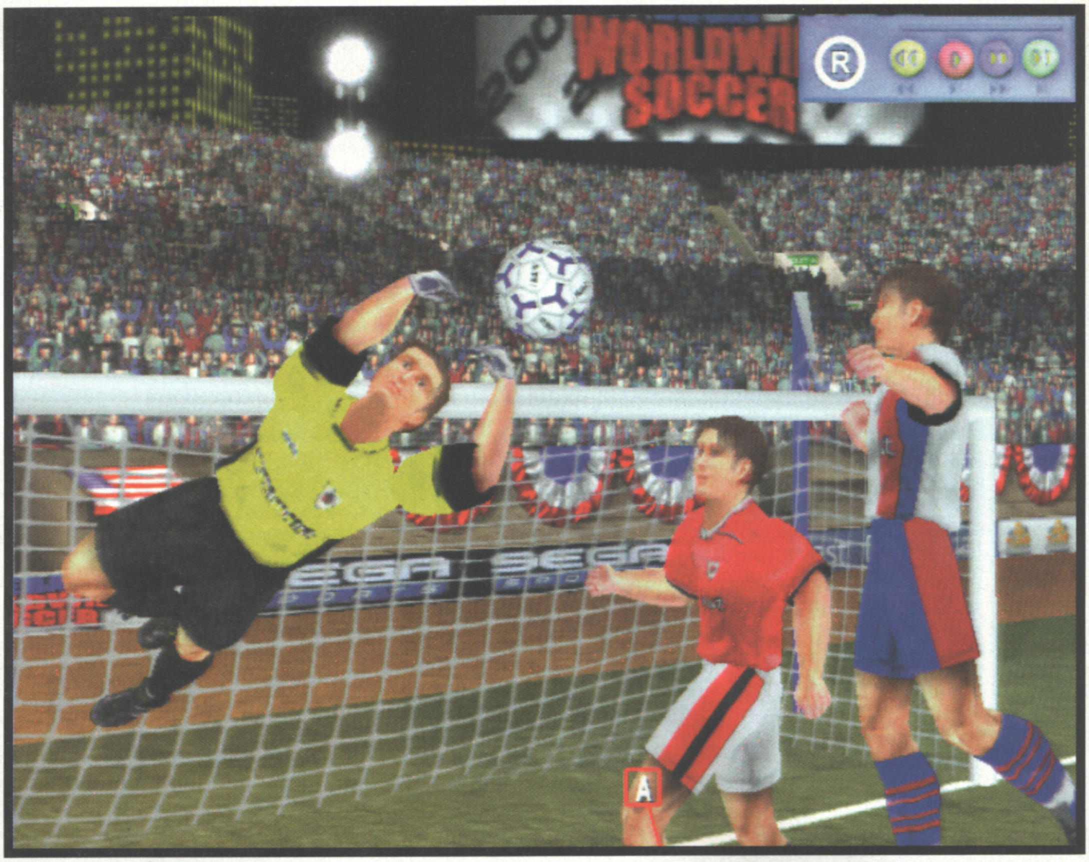
We have five copies of *MDK2* on DC up for grabs. Answer the questions below and send to:
MDK2 Compo, CVG, Angel House, 338-346 Goswell Road, London EC1V 7QP.

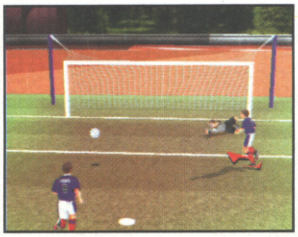
What did the initials *MDK* originally stand for?

A: Mouldy Dirty Knickers
B: Murder Death Kill
C: Must Do Knitting

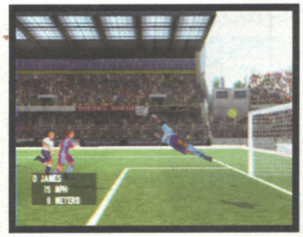
Dreamcast

COST: **£39.99**
OUT: **MAY**
MULTIPLAYER: **1-4**

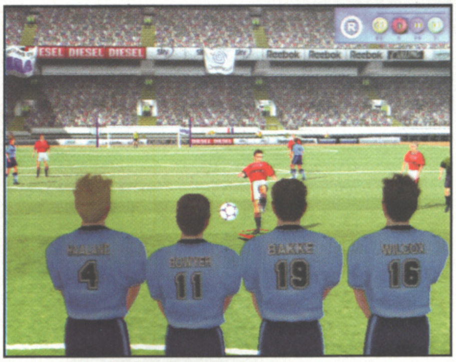




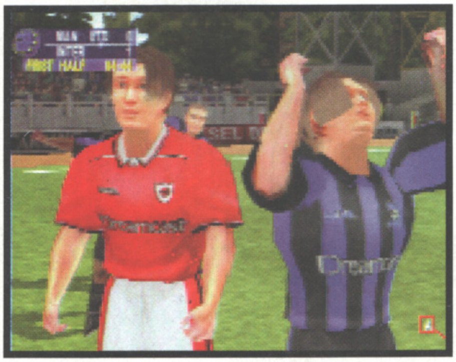
The goalie's got it all wrong here – get up!



Sharp looking graphics but too much colour



Some great camera angles let you view the action all sorts of ways



The players' kit kindly reminds you what machine you're playing on

SEGA WORLD WIDE SOCCER EURO EDITION

Flawed kickaround gets a swift and telling update

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

With it's Sega Sports titles, Dreamcast is rapidly assembling a collection of some of the finest sports sims ever. *NBA 2K* and *NFL 2K* wowed us (though the latter now looks unlikely for a UK release), and we had high hopes for this footie title as well. The first DC *SWWS* game is only six months old, so the franchise is in danger of eclipsing *FIFA* as the most prolific kickabout available. The 'Euro' in the title is an attempt to cash-in on this summer's European Championships in Holland and Belgium.

BATTY? IN THE ENGLAND TEAM?

The graphics are really sharp, but are too brightly coloured to look real. *NBA 2K* spoiled us by modelling all its players on its real-life counterparts, but *SWWS* contents itself with accurate skin and hair colours. The player naming is a bit odd; the English-based players have their proper names (hence you want them to look real), while the continental teams don't. The fact that the England team actually features Batty, Wise and Heskey in the starting 11 makes you wonder too.

FOOTBALL ON ICE

Player animation is okay, but you automatically gravitate into position to hit volleys, which looks odd. The players also move slightly like they are skating. A big plus point for this title is that you can now alter the speed of the gameplay, which was the major flaw in the previous version. Scoring is made simple with intuitive aftertouch controls, but, somewhat frustratingly, your players don't react well to rebounds. You can really string some nice attacking moves together, but it's far too easy to do defender-beating tricks, which makes for a lot of soft goals.

WORTH PLAYING?

It's probably a bit too easy in single-player, but there are stacks of teams to keep you occupied. In two-player co-op mode some wonky AI lets your computer-controlled team mates do too much work on their own, which is annoying. Overall it's a good title – and certainly the DC's best soccer sim yet – but scoring goals still doesn't offer the same rush as it does in the *ISS* games. Luckily, there's a DC *ISS* game in development right now.

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *FIFA 2000* (PS, PC)

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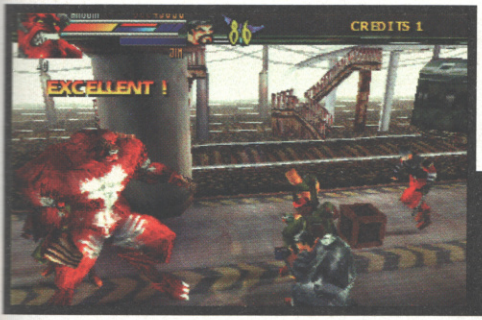
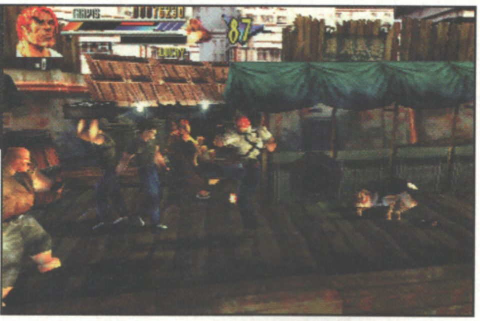




It may be repetitive, but there's always loads of stuff kicking-off on screen

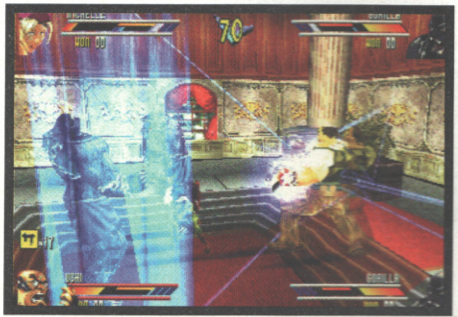
This red devil wins the award for blood-letting excellence. Grisly

COST: £34.99
OUT: NOW
MULTIPLAYER: **1-4**

GEKIDO

Chick-rescuing, street-fighting, no-brained action

WORDS & SCREENSHOTS: LEE SKITTRELL



CREDITS 1
GORILLA

WHAT YOU NEED TO KNOW
Gekido lets you relive the fun of retro favourites *Double Dragon* and *Streets Of Rage*, whith a taste of *Powerstone*-style four-player smack-ups. There are two main modes of play, Urban Fighters and Arena Battle. More ways to play are unlocked as you progress, along with hidden characters. Urban Fighters mode is where you tackle the ruthless New Tokyo gangs in an attempt to rescue the lovely Angela. Arena Battle lets you and three mates cane each other in frantic 3D fighting.

STREET TUFF
The main crux of the game is the side scrolling beat 'em up Urban Fighters mode. Choose a character to fight as, then proceed from left to right, defeating wave after wave of bad guys. There's a time limit to hurry you along and at the end of each stage a mean boss awaits to take you out. Unlocking the extras depends on your success here.

URBAN, NOT URBANE
Although you can learn new combo attacks and pick up objects to use as weapons, the combat in the Urban Fighters mode lacks precision. Baddies queue up to take the beats and it all feels a bit haphazard. That said, it's still great fun smacking the villains (and their dogs) about the streets. The boss battles provide a good change of pace but the fighting never feels as tactical as you might like.

HURT YOUR FRIENDS
Where *Gekido* excels is in its multiplayer game. Four fighters can scrap it out in a variety of settings. Don't worry if you don't have a multitap – or any friends – as computer controlled characters can join in to make up the numbers. The action is frantic and bloody.

WORTH PLAYING?
The extras and unlockable treats *Gekido* has to offer are by far the best sections of the game – shame the only way to access them is by playing through the limited single player game. Altogether, a real blast.

TETSUO
MICHELLE
KINTARO
ANGELA

COMPETITION

We have five copies of the official Prima *Gekido* strategy guide for you to win. Answer the question and send to: Gekid-oh! Compo, Computer and Videogames, Angel House, 338-346 Goswell Road, London EC1V 7QP.

Where is *Gekido* set?

A: New York
B: New Tokyo
C: New Addington

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Zombie Revenge (DC),
Powerstone (DC),
Streets Of Rage (arcade),

PlayStation

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-2**

WORDS & SCREENSHOTS: LEE SKITTRELL

N-GEN RACING

Any excuse to grab your joypad

WHAT YOU NEED TO KNOW

It's often said that imitation is the best kind of flattery. If that's true, then *WipeOut* – the grand-daddy of all future racers – must have a severely inflated ego. Soon after this high-speed, visual and aural treat crashed on to PlayStation, dozens of similar titles leapt on the bandwagon. Five years later, it's time for the game's creator to remind us what all the fuss was about.

BRITISH AIRWAYS

N-Gen Racing sees you piloting a variety of awesome aircraft. The futuristic courses are still there, but now they have a more organic feel – water features and rocky outcrops are mixed with the more familiar neon lights and steel constructions. Each craft has its own distinct handling and you can choose how realistic you want the controls to be.

EASYJET

You're given the option to play either Arcade mode, offering instant thrills, or the N-Gen mode that lets you earn credits, win upgrades and even buy new aircraft. Each craft has different weapons that you can also upgrade.

AEROFLOT

What makes *N-Gen* really stand out is its tactical nature. There's a set of rules for each race that affect how you'll tackle each course. Flying closer to the ground will make you speed up, but you could smash up your plane. There are check points that have to be flown through – miss more than one and you're disqualified – and there's a set course to follow. If you deviate from the course by too much the auto-pilot kicks in which can cost you valuable seconds.

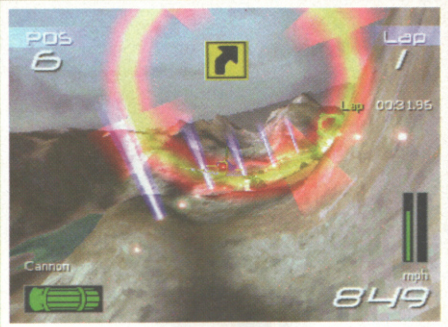
WORTH PLAYING?

N-Gen Racing is thrilling to play. You get a real adrenaline kick from swooping in low and overtaking another racer. The trance/dub sounds are also worth a mention as they enhance the hardcore experience. The one problem with *N-Gen* is the outrageous pop-up. The graphics are generally great, but bank round a seemingly clear corner and out of nowhere you'll be confronted with an obstacle. Otherwise *N-Gen* is a superb racer that deserves your attention.

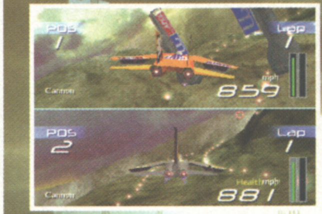
computer and video Games

★★★★

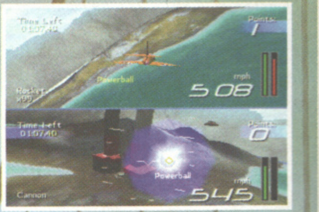
IF YOU LIKE THIS TRY THESE...
Wip3out (PS), *Rollcage Stage 2* (PS), *Ace Combat 3* (PS)



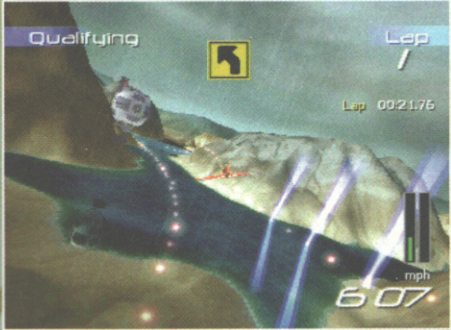
The orange glowing rings are checkpoints – don't miss them or you'll be out of the race. Green rings replenish your energy



The two-player Versus mode is fun. This is the standard race mode – learning to fly low and fast will help you shoe your rival

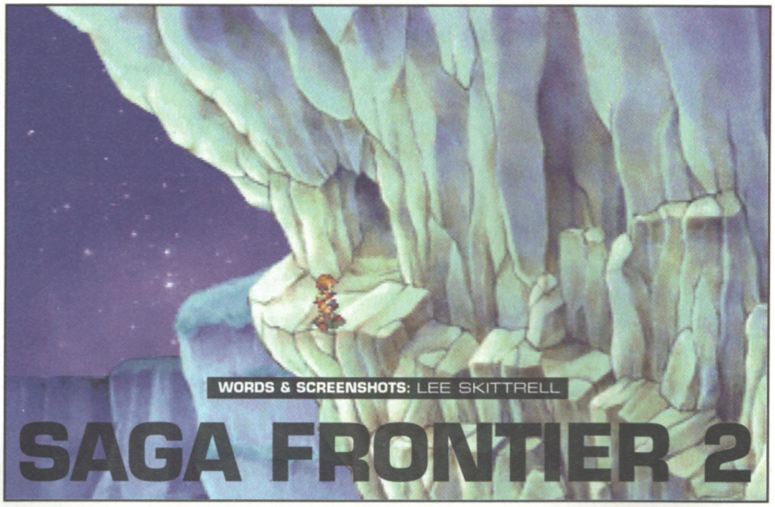


The second Versus mode is all about gaining control of the powerball to win



Check out the reflection of the trackside lights on the water. *N-Gen* is a tasty looking game

COST: £29.99
OUT: NOW
MULTIPLAYER: **NO**



WORDS & SCREENSHOTS: LEE SKITTRELL

SAGA FRONTIER 2

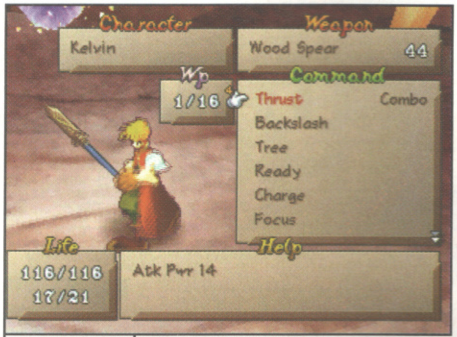
Test your gaming prowess, and patience, to the limits

WHAT YOU NEED TO KNOW
Not content with beavering away at *Final Fantasies 9, 10* and *11*, Square has released another RPG, too. *Saga Frontier 2* ditches the FMV and polygonal splendour of *Final Fantasy* in favour of a 2D world inhabited by sprites. Control the destinies of either Gustave, the exiled heir to a kingdom, or Will Knights, a young excavator.

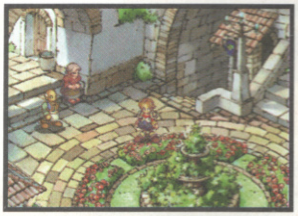
GIVE 'EM A FLASH
You'll spend a lot of time battling with monsters, and despite being turn-based, the battle system is hugely innovative. The fights differ depending on the type of creature you encounter, and the members in your party. You can duke it out one-on-one against a meanie or you can fight as a team. The command system is vastly different according to the type of battle, and new moves and skills can be learned through 'flashing' – as you get more proficient in a particular battle art, a lightbulb will flash above your character's head.

JEUS SANS FRONTIERS
Even in the best RPGs it can be tricky to work out where to go next, and what you have to do to get there. *SF2* offers a revolutionary map navigation system to get around this. The action is broken up into manageable chunks – chapters in the story of our heroes' lives. Gustave's story is the better of the two and is full of political intrigue and cunning plots to overthrow the rulers of rival Kingdoms. Will's adventure is more traditional. He journeys to strange lands and discovers mystical artefacts.

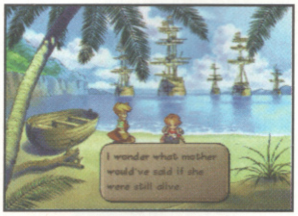
WORTH PLAYING?
In spite of the navigation map, *Saga Frontier 2* is a great deal less accessible than the *Final Fantasy* series. It will take even an RPG pro time to fully get to grips with the battles – the fact they can be dull does the game no favours. The stories are interesting, but lack the grandeur of previous Square adventures and the no-frills approach to presentation won't win over RPG newbies. Give it time and the game blossoms, but there are better adventures out there.



The clumsy environments jar against the watercolour loveliness of the rest of the game

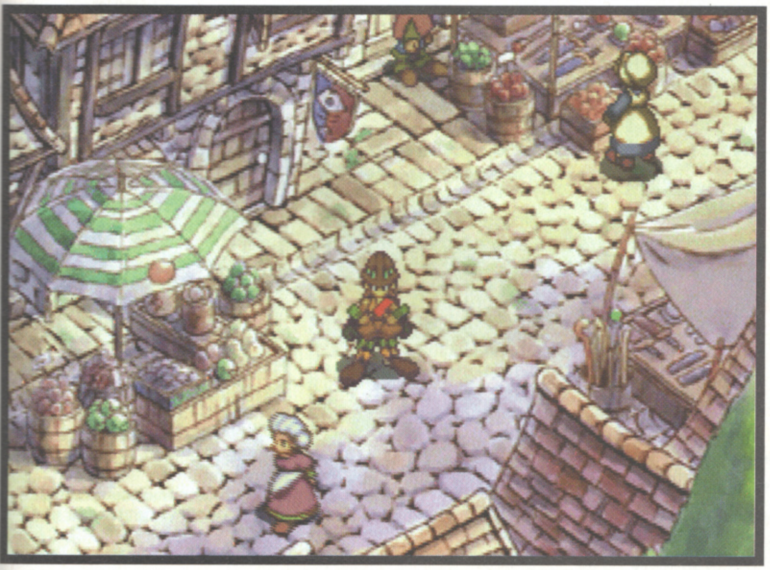


This is Gustave. His father, the King, exiled him because he can't use spells



I wonder what mother would've said if she were still alive

They may not be in 3D but the game's adventure screens are stunningly drawn



Here's young Master Will – he may be coloured in girly pastels but he's a mean adventurer

computer and video **GAMES**
★★★

IF YOU LIKE THIS TRY THESE...
FFVII, *VIII* (PS), *Grandia* (PS)

ULTIMA ASCENSION

FORMAT: PC CD-ROM
PRICE: £34.99
OUT: NOW

An *Ultima* sell out?

NEED TO KNOW
The final instalment in the *Ultima* RPG saga. This time the action is in full 3D with a fully interactive environment. Play as Avatar as you journey to Britannia to finally take out the Guardian.

WORTH PLAYING?
The game has a console-RPG feel to it. Some may find the action too imprecise to bother. Buggy too – our boxed copy had an NPC standing six foot in the air. Naughty.

computer and video **GAMES**
★★★

ROAD RASH: JAILBREAK

FORMAT: PLAYSTATION
PRICE: £34.99
OUT: NOW

***Jailbreak* should've been better**

NEED TO KNOW
New whistles and bells, and a *Driver*-esque story mode. Choose a bike, pick a gang and take to the streets in a race to bust your buddy Spaz from jail. Time trials and two-player modes also feature.

WORTH PLAYING?
The characters and story are uninvolving and the on-bike fighting is weak. Nothing new.

computer and video **GAMES**
★★

Dreamcast

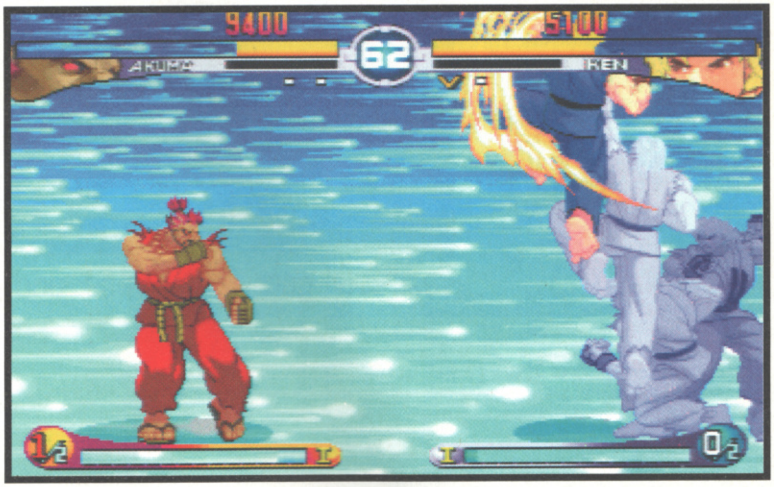
COST: **£39.99**
OUT: **MAY**
MULTIPLAYER: **1-2**

STREET FIGHTER 3 DOUBLE IMPACT

Going back to its roots

WORDS & SCREENSHOTS: LES ELLIS

PLAYER
SELECT
PLAYER
0 WIN
1 WIN
URIEN
ORO

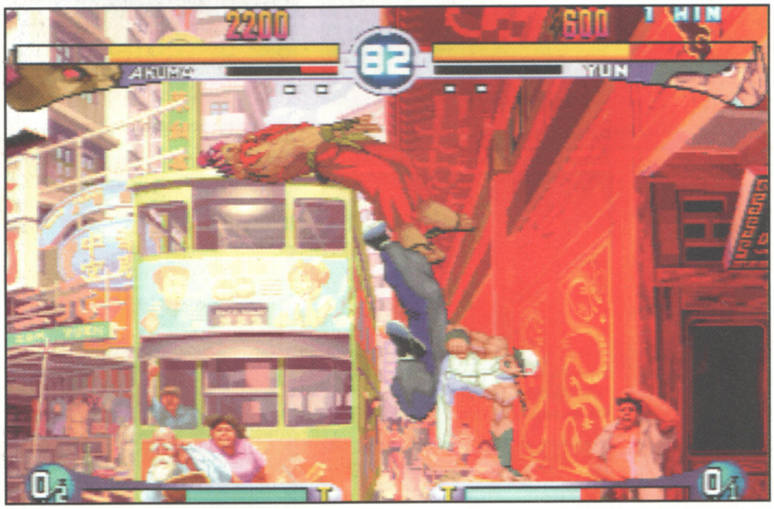


WHAT YOU NEED TO KNOW

The makers of *Street Fighter* lost the plot a bit after the amazing *SNES Street Fighter 2*. All the *EX*s, *Plus*ses and the like, diluted the best beat 'em up ever into the realms of "Do you remember when *Street Fighter* ruled?" conversations. But now, after years of waiting and false starts, Capcom has finally delivered a proper sequel to the greatest 2D fighting experience ever.

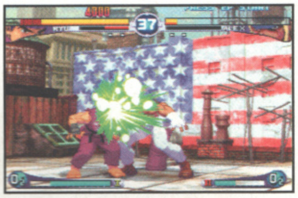
TWO FOR THE PRICE OF ONE

That's right. Two *Street Fighter* games for the price of one. There's the full-on arcade *Street Fighter 3* for the purists, plus the slightly updated 2nd Edition for those who want the best *Street Fighter* to date. The additions are mainly cosmetic and don't add huge amounts to the gameplay, but at least you get the choice. Whichever you play, old faves Ken, Ryu and Gouki are back, joined by eight new characters.



GOOD OLD DAYS

Capcom has taken *Street Fighter* back to its roots, taken out all the naff features of the *Vs* series, replaced the Manga look of the *Alpha* games with the old school 2D designs, but given the whole thing a new lease of life with the new Super Art systems and the combos and attack/defence sequences. Now, instead of mindless button-bashing that made it possible to win matches in the likes of *Tekken* and *Dead Or Alive*, you need to know your stuff to succeed. It's a triumph for old school gameplay over new-style 3D.



Alex lays into Ryu with the Glasgow kiss

FISTING FURY

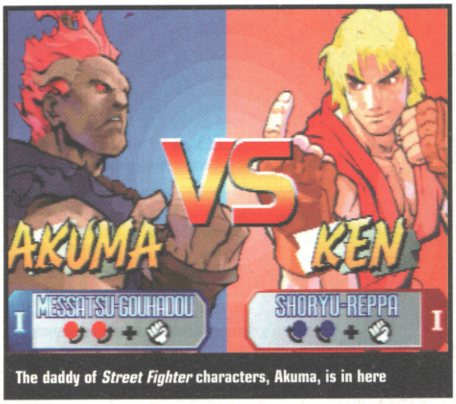
The action, however, has certainly not changed. The fights are fast and furious, and it doesn't take long before the special moves and art attacks kick in to make the fights almost as good to watch as they are to play. The new characters are solid and the fighting techniques are comfortable to execute.

WORTH PLAYING?

After so many also-rans and wannabes, the *Street Fighter* series has come back to full strength. This wees all over the half-arsed PS2 *Street Fighter*. It's *the* definitive 2D *Street Fighter* experience for fans of the series and those who can't see what all the fuss is about in 3D. Well 'ard.

It's the fighting sense that matters. Time off will never dull my instincts!

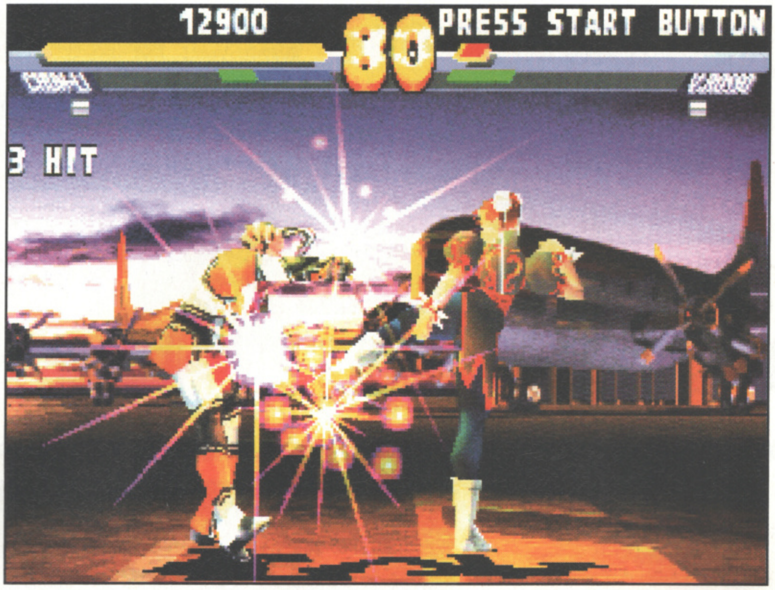
Nope, it didn't make any sense to us either



The daddy of *Street Fighter* characters, Akuma, is in here

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
Dead Or Alive 2 (DC), *Tekken 3* (PS), *Soul Calibur* (DC)



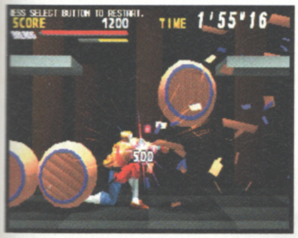
STREET FIGHTER EX2 ALPHA

Ryu and Ken make their second voyage into 3D

WORDS & SCREENSHOTS: DEAN SCOTT

PlayStation

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-2**

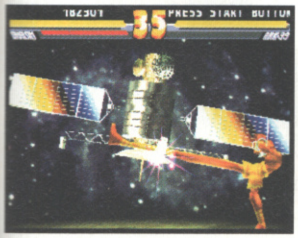


WHAT YOU NEED TO KNOW
If you lined up all the different *Street Fighter* games end to end, there would be enough to reach around the world three times. Well nearly. This new PlayStation offering looks amazing, sounds great, and plays exactly like every *Street Fighter* game. The graphics may be 3D, but the gameplay is not.

STREET FIGHTER IS COOL
Don't take that as a minus point, though, we love *Street Fighter* games, and this is miles better than the first time the posse went 3D. The 22 wicked characters are well up for doing some damage, and the new boys are balanced out by more familiar faces. You'll have Ryu busting out dragon punches and shouting 'Hadoken' in no time.

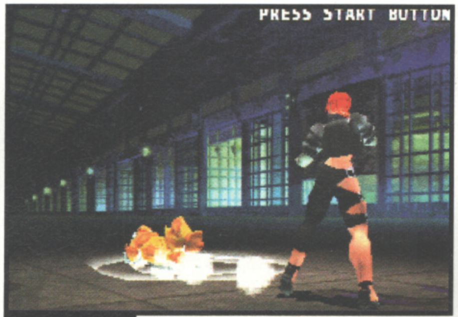
LOOK GREAT, HIT HARD
The great looking characters move swiftly and hit with real menace. You need to learn finger-mashing combos to get the best out of it. Top new addition is Excel mode, where the screen flashes to black and your fighter's limbs become a blur as he reins in big hits. It looks amazing. There's also a load of bonus games to keep you amused in one-player, and a combo training option that teaches you the skills in bite-sized chunks.

WORTH PLAYING?
If you've caned *Tekken 3* to death, this is a great PS fighter. It's basically the 2D game kitted out with some amazing 3D visuals, but it plays a little slower. Mastering one character is a real buzz, especially if you're battling a similarly-skilled mate. Then it goes all tense and strategic like some crazy game of chess. Best of all, this PS1 version is at least as good as *EX3* on the PS2. Wow.

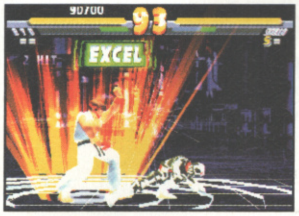


One bonus game lets you smash a satellite

PLEASE WAIT



Dhalsim takes a hiding from a lady in strange trousers



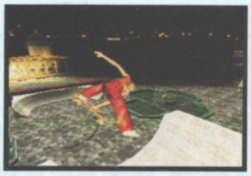
2 HIT
KNOCK OUT !!

computer and video Games
★★★★

IF YOU LIKE THIS TRY THESE...
Tekken 3 (PS), *Street fighter EX 3* (PS2), *Soul Calibur* (DC)

STREET SKATER 2

FORMAT: PLAYSTATION
PRICE: £34.99
OUT: NOW



Trick around Trafalgar Square

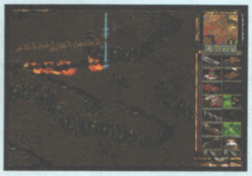
NEED TO KNOW
Skate the world from the comfort of your lounge, pulling off stunts and learning tricks along the way. You can design and skate on your own parks, too.

WORTH PLAYING?
If you have *Tony Hawk* you don't need this. *Street Skater 2* isn't bad for a quick blast though, and it's worth a look for the cool park designer.

computer and video Games
★★★

C&C TIBERIAN SUN FIRESTORM

FORMAT: PC
PRICE: £14.99
OUT: NOW



Want to spank Kabal's giant bot?

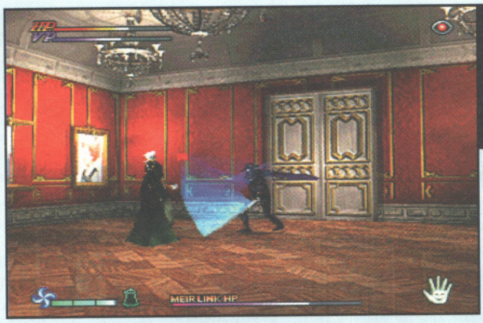
NEED TO KNOW
It's a mission pack that needs the original *C&CTS* to work. More real-time strategy but with 18 fresh solo missions. There are new units like the Mobile Stealth Generator but this is just the same old same old.

WORTH PLAYING?
If you couldn't get enough of *Tiberian Sun*, yes.

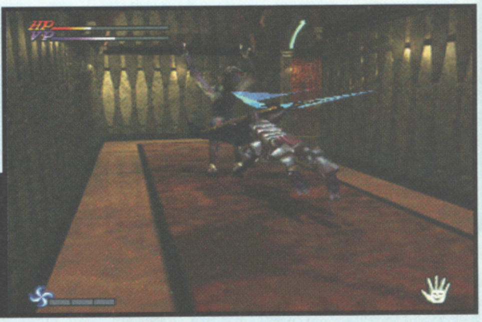
computer and video Games
★★★

PlayStation

COST: £39.99
OUT: NOW
MULTIPLAYER: **NO**



Nice clothes. Mind if I wipe the blood from my sword on them? Whose blood? Yours



Overcome immeasurable odds by hitting attack repeatedly. Easy, eh?

VAMPIRE HUNTER D

WORDS & SCREENSHOTS: LES ELLIS

Anything *Res Evil* can do, this can do worse

WHAT YOU NEED TO KNOW

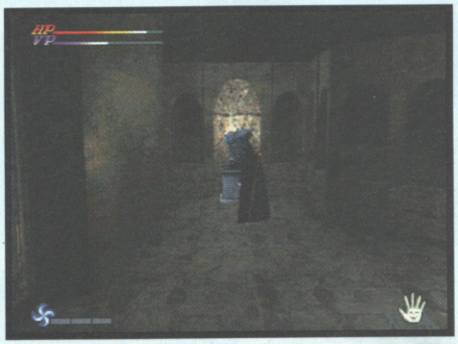
Vampire Hunter is desperately trying to be *Resident Evil*, but with the shock-horror moments replaced with more action and faster flowing movement. A good thing by the sound of it. But not so good when you actually play it.

BLOODSUCKING OR SUCKS?

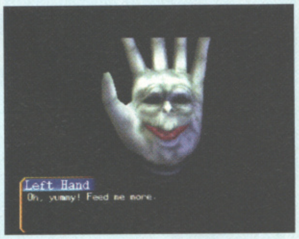
While it certainly is faster moving, there is less to do in each of the rooms as you go around solving puzzles and fighting off creatures. There's plenty of puzzles to solve and items to pick up and use, but the constantly changing camera can be confusing (especially in tight corridors with loads of doors) and the fighting is very basic – constantly hitting slash seems more than enough to get you by.

WORTH PLAYING?

All is not lost, though. The background graphics are gorgeous (there's some tasty reflections) and the atmospheric music combined with an intriguing plot make you want to explore further. It's not as horrific as the likes of *Res Evil*, but in its own little way *Vampire Hunter D* spins its own angle in the survival horror web.



Moving statues to reveal stuff? Didn't they do that in *Resident Evil*?



Left Hand
Oh, yummy! Feed me more.

So your left hand is talking to you. Hmm…

computer and video games

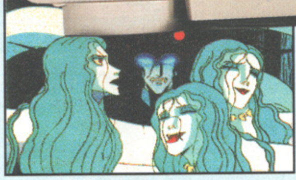
★★★

IF YOU LIKE THIS TRY THESE…
Resident Evil 2 (PS, N64, DC, PC), *Resident Evil: Nemesis* (PS)

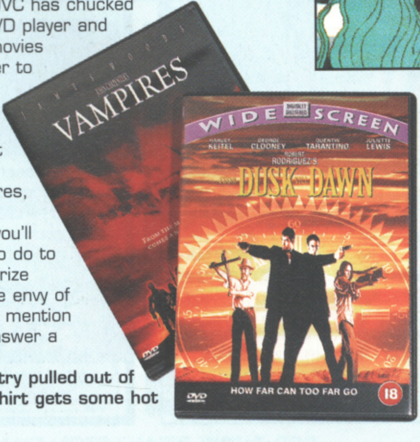
WIN!

This amazing JVC DVD player and four top vampire movies on spectacular DVD format

JVC
XV-M557 DVD PLAYER
DVD 3
DVD 2
DVD 1
DVD
3-DVD
PLAY & EXCHANGE



Wanna get your teeth into some of the finest vampire action on screen? Now you can. To celebrate the release of *Vampire Hunter D* on PlayStation, JVC has chucked us this amazing DVD player and four top vampire movies for one lucky winner to walk away with.
The movies: Blade, From Dusk Till Dawn, The Lost Boys and John Carpenter's Vampires, are the best neck-biting action you'll see. All you have to do to walk away with a prize that'll make you the envy of your mates (not to mention your parents) is answer a simple question.



■ First correct entry pulled out of Matt's Hawaiian shirt gets some hot vampire action.

Q. Name the lead vampire in the movie Bram Stoker's Dracula?
a. Barlow
b. Dracula
c. Tobemory

Send in your entry to: Fangs For The Prize, CVG, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Entries must be in by 14th June.

Name: . . . . Age: . . . .
Address: . . . .
. . . .
. . . .

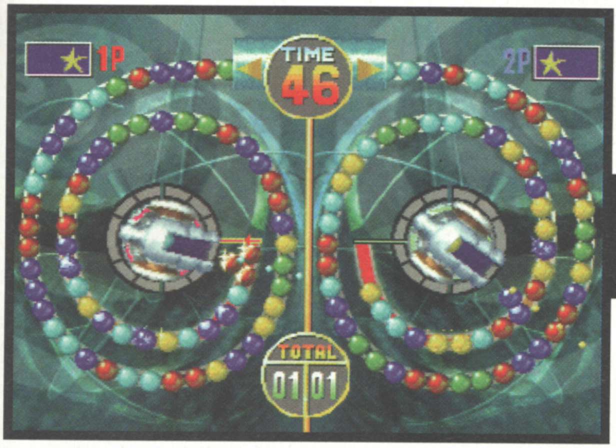
BALLISTIC

Playing with your balls can be fun

WORDS & SCREENSHOTS: DEAN SCOTT

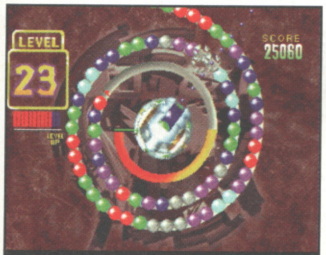
PlayStation

COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

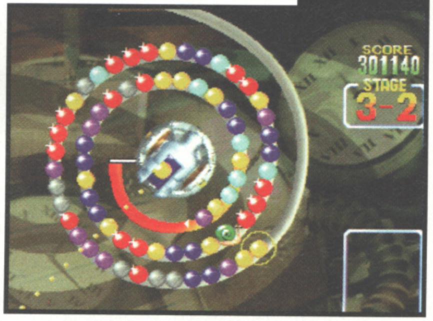


Listen kids, these might look like sweets, but they're not. Nor are they drugs. They're balls

Is it a birthday cake? Is it a snail? Is it a Dreamcast swirl? Nope. It's *Ballistic*



The Bolivan ball weevils did their mating dance on top of an electric cooker



WHAT YOU NEED TO KNOW

It's a puzzle game in which a line of coloured balls spiral down to a point. Your aim is stop them reaching this point by firing balls from a central cannon, hopefully linking three or more balls together and making them dissappear. You lose when the ball cluster passes this 'Point of Doom'. We made that name up. Like it?

AMAZING TWO-PLAYER

It's not *Bust-a-Move*, but any crazy skills you have on that game will help you out here. It's not *Tetris* either, but in two-player mode it's one of the best puzzlers PlayStation has to offer. In this mode both players work on adjacent coils, adding balls to the other by taking them from theirs. It's a nerve-shredding experience, and it brings out your survival instinct when things are looking dodgy.

WORTH PLAYING?

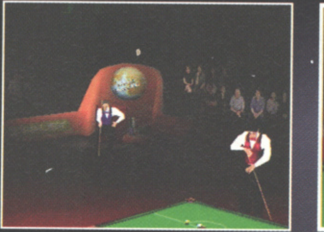
Versus mode is cracking, but sadly you can only compete on the one level. The frantic gameplay makes up for this lack of variety. Single-player offers up a 'survive as long as you can' mode, and a 'clear the level' mode. Neither come close to matching the adrenaline-soaked thrills of the two-player battles, so only get it if you've got a friend with whom you can engage in combat.

computer and video Games
★★★

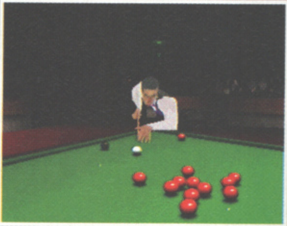
IF YOU LIKE THIS TRY THESE...
Bust-a-Move (PS, PC, GB, NG), *Tetris* (GB)

PlayStation

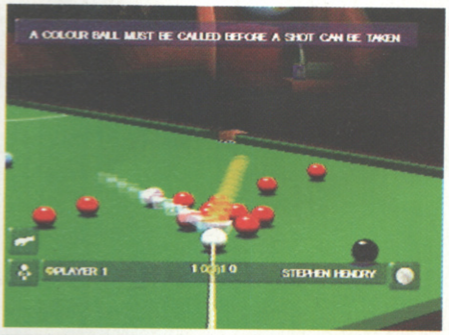
COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-2**



A giant friendly space monster keeps the planet Earth safe from harm. His friend explores the unknown planet Snookiter



We went to watch the snooker once. It's really tempting to float a swear-word-laden paper airplane on to the table. It'd be so easy



WORLD CHAMPIONSHIP SNOOKER

It's great, but surely you'd rather play the real thing?

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW

Codemasters has made a game that does a great job of bringing snooker to the PlayStation. The controls are fluid, but it's practically impossible to rack-up the big breaks unless you've got some crazy skills. The game's roster of pros find it easy, and it'll bore the arse off you having to watch them do it.

FEELS LIKE SNOOKER

The balls roll convincingly and the players look cool. The game gets round the problem of squeezing a 12-foot table on to a screen with good camera angles. Sheffield's famous Crucible appears as a venue, but the detail off the table is pretty sparse. Real-life players are urged on by the whispering tones of Dennis Taylor. It's nicely authentic.

WORTH PLAYING?

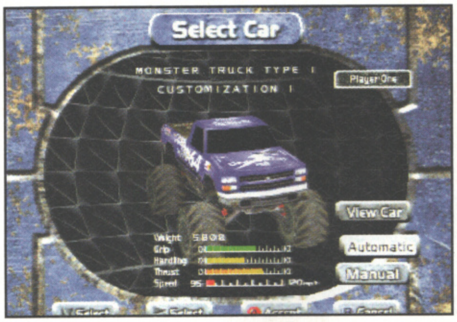
Good as it is, it's not a good as playing real snooker. And snooker is all you get; pool is more videogame-friendly, but you can't play it here. Snooker matches last ages, and if you're the sort of person who'll appreciate the detail here, you're probably also the sort of person with a snooker club membership.

computer and video Games
★★★

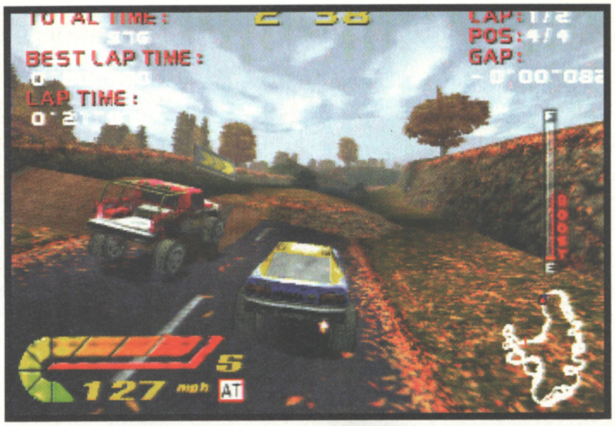
IF YOU LIKE THIS TRY THESE...
Jimmy White's Cueball 2 (PC,DC)

Dreamcast

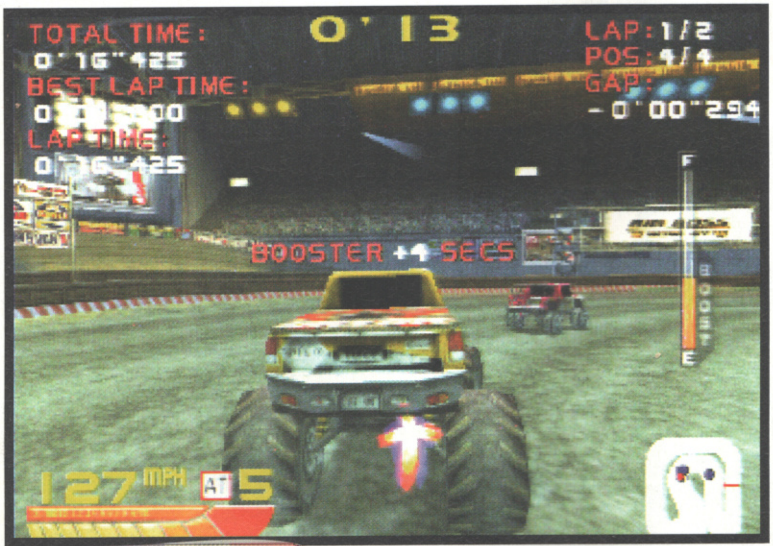
COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**


Select Car
MONSTER TRUCK TYPE I
CUSTOMIZATION I
Player One
View Car
Automatic
Manual
Weight
Grip
Handling
Thrust
Speed

Trying all the cool vehicles out is a big part of *4 Wheel Thunder*'s fun


BEST LAP TIME :
LAP TIME :
LAP: 1/2
POS: 4/4
GAP:
-0"00"082
BOOST
127 mph
AT

The graphics are great and there's no pop-up or fogging. The game's very fast, too

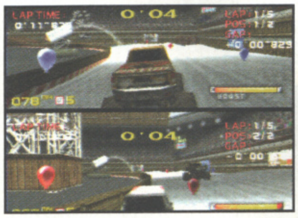

TOTAL TIME:
0'13
0"16"425
BEST LAP TIME:
LAP TIME:
0"16"425
LAP: 1/2
POS: 4/4
GAP:
-0"00"294
BOOSTER +4 SECS
BOOST
127 mph
AT
5

4 WHEEL THUNDER

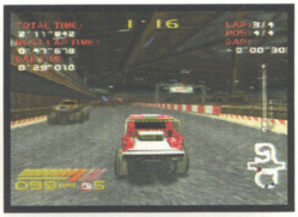
Have some monster fun, four-wheel stylee

WORDS & SCREENSHOTS: LEE SKITTRELL

Many of the beasts on offer are huge. As a rule, the bigger they are, the slower they accelerate, but this makes them handle better. Very cool



The two-player modes are nothing special



Indoor races have short circuits but eight laps

WHAT YOU NEED TO KNOW

Simply jump in and drive for your life in this pure test of arcade driving skills. Race around indoor arenas and sprawling outdoor courses, collecting boost capsules to crank up your top speed to crazy levels.

DRIVING FORCE

You can race quads, buggies, jeeps and monster trucks, each with distinct strengths and weaknesses, like grip and thrust. More importantly, you can feel the difference in the way they handle. You can upgrade and customise your vehicle for better performance by winning races in the Arcade modes and collecting credits in the Championship mode, but it's a fairly simplistic affair next to *GT2*.

THUNDER-THIGHS

On the surface, *4 Wheel Thunder* looks a bit of a no-brainer. But give it time and you'll see there's loads to keep you busy. The depth comes from the different modes of play and the fact that each course is so challenging. To proceed in the game you have to place first in every race, so you'll need to learn the courses, memorise the position of the power boosts and work out the shortcuts.

TAKE TWO

As well as single player, there's a selection of two-player games, the best of which is Bomb!, where the losing car carries a ticking bomb and has to pass it on by overtaking before the timer runs out. Other matches include collecting coloured balloons in a time limit, and keeping a trophy for a set time.

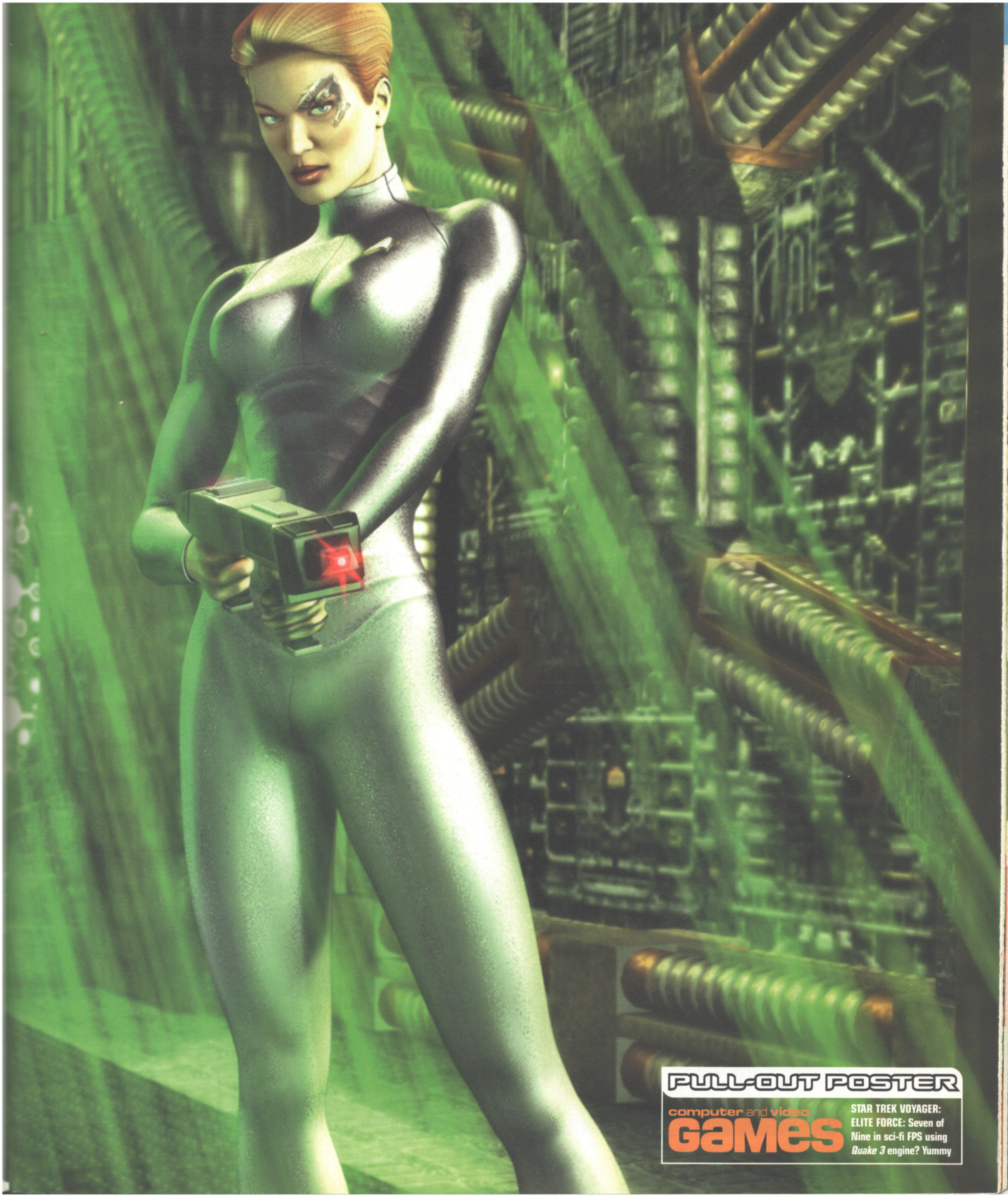
WORTH PLAYING?

4 Wheel Thunder will blow you away with its great graphics and frantic arcade action. The downside is that, although there's a lot to discover, many players will get bored and give up before unlocking the good stuff. Stick with it, though, and you'll be hooked.

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Hydro Thunder (DC)



PULL-OUT POSTER

computer and video GAMES

STAR TREK VOYAGER: ELITE FORCE: Seven of Nine in sci-fi FPS using *Quake 3* engine? Yummy

NTSC VERSION REVIEWED

COST: £39.99

OUT: NOW NTSC
JUNE PAL

MULTIPLAYER: **1-4**

MARIO PARTY 2

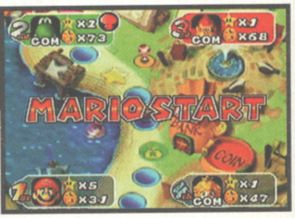
Jelly, ice-cream and Italian plumbers. Er...

WORDS & SCREENSHOTS: LEE SKITTRELL

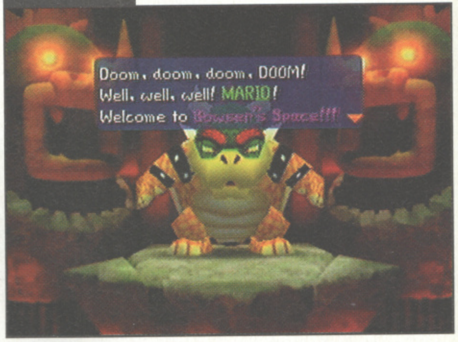
WHAT YOU NEED TO KNOW

The Mario Land superstars have decided to fight it out among themselves to determine a new name for Mario Land. The victor is to be decided not by a bloody, bare-knuckled fight to the death, but by whoever wins one of a selection of themed board games. Strange stuff, but when it's this much fun, who cares?

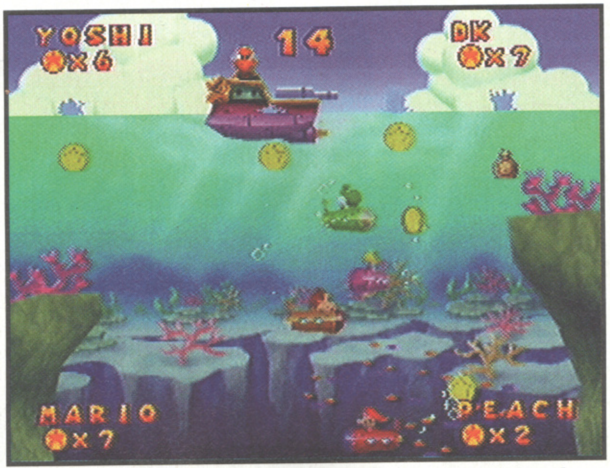
YOU ARE THE SUPERSTAR!



Mario steps up to take his turn. With five stars already, he's got a big advantage


Doom, doom, doom, DOOM!
Well, well, well! MARIO!
Welcome to Bowser's Space!!!

Bad things usually happen when you meet Bowzer



The mini-games are the meat of the game and there's a cracking selection to choose from

3
QUIT PRACTICE

BOARD NOT BORED

At the start of play, there are five boards to choose from. These range from the easy-peasy Pirate Land to the trap-littered Horror Land. The players all get to dress up in themed outfits and each board has its own rules, tricks and quirky features. As each player takes their turn to roll the dice and move round the board, you'll encounter mini-games where you can win coins and items. The games are nearly all-new, with just a few challenges from the first game carried over.

WHO'S THE WIENER

There are loads of different options to help determine how the winner is decided but it's normally based on the standings after a set amount of turns. Usually, the player with the most stars is the winner, but you can also take into account coin collection, skill in the mini-games, and a whole host of other factors to decide the superstar.

WE'LL BE YOUR BUDDIES

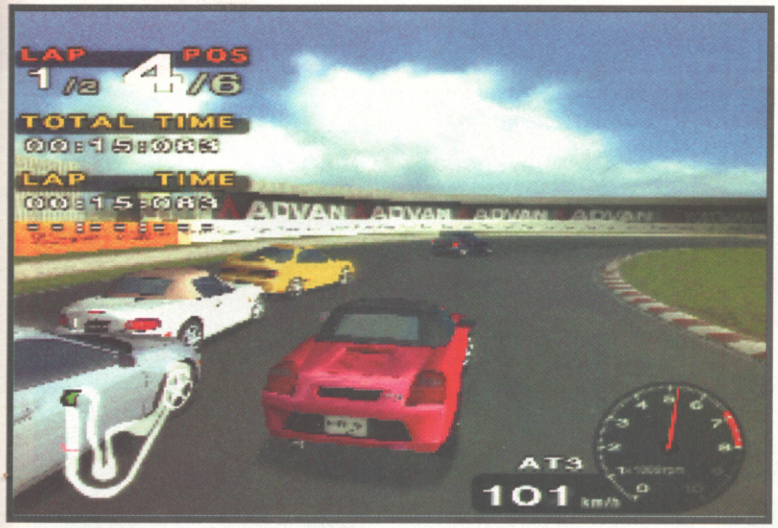
Mario Party 2 is first and foremost a multiplayer game, but if you don't have enough controllers – or friends (sigh) – you can play alone. In single play, the other characters are all controlled by the computer. You watch them take their turns on the board, and while this is a bit dull, you can see what the other players are getting up to. Any lack of single player fun is more than made up for by the ability to purchase and play all the mini-games in a special theme park.

WORTH PLAYING?

Mario Party 2 is fun in one-player and an absolute hoot with your mates. Each game will keep you constantly entertained and there are funny moments throughout. The more you play, the more secrets are revealed, and this drives you to see all the boards and beat all the challenges. An enjoyable multiplayer experience.

★★★★

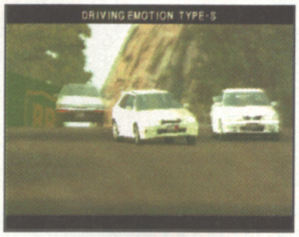
IF YOU LIKE THIS TRY THESE...
Bishi Bashi Special (PS),
Game Of Life (In your loft)


LAP 1/2
POS 4/6
TOTAL TIME
00:15:083
LAP TIME
00:15:083
ADVAN
AT3
101 km/h

NTSC

COST: **£59.99**
OUT: **NOW**

PLAYABILITY: **ENGLISH MENUS**
MULTIPLAYER: **1-2**


DRIVING EMOTION TYPE-S

DRIVING EMOTION TYPE-S

Square makes ace RPGs. And cack racing games

WORDS & SCREENSHOTS: DEAN SCOTT

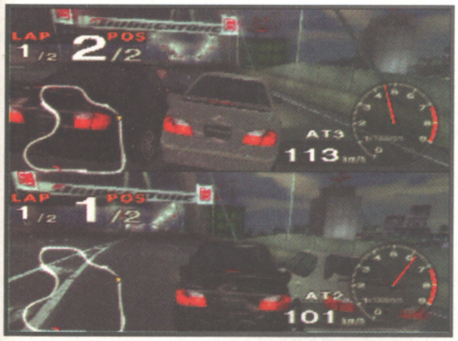
WHAT YOU NEED TO KNOW

The *S* stands for skank. With this release, Square hasn't just tarnished its reputation, it has taken a big dump on it and rubbed it in with its hands. It's practically impossible to drive in a straight line, and when you lose it, you lose it big time, pinging off adjacent walls like a pinball. Don't try and tell me the handling is realistic either: in real life I've driven at least two of the 30-plus cars here without smacking them off walls or dying.

TWO AMAZING VIEWPOINTS

Two viewpoints are offered – an in-car view which shows your hands on the wheel, and the familiar raised rear shot. The former seriously restricts your vision, but gives you a better idea of the handling. Your hands blur as they move the wheel, which is nice but pointless. The external view has a soft-focus effect and the cars move without any real feeling of speed. Collisions are tame and they don't damage the cars.

LAP 1/2
POS 4/6
TOTAL TIME
00:16:550
LAP TIME
00:16:550
AT3
116 km/h

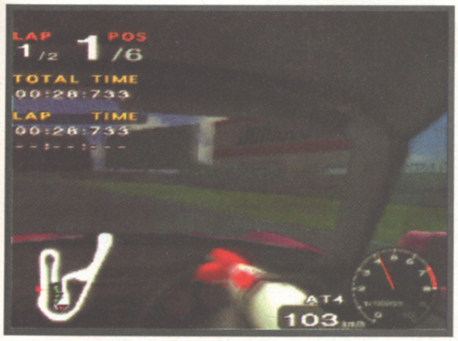

LAP 1/2
POS 2/2
AT3
113 km/h
LAP 1/2
POS 1/2
AT2
101 km/h

AMAZING FERRARI CARS

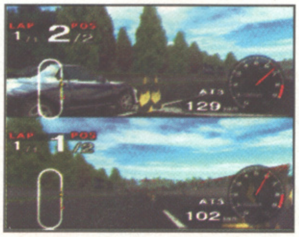
The game adopts the familiar 'race, win race, unlock new car, race a harder race' formula, and although you dismay at the outset, the later cars do drive slightly less like three-wheeled shopping trolleys. Square has pulled of a feat that Sony's *Gran Turismo* never did: there's a couple of red-hot Ferraris in there, waiting to have their little Italian guts caned out. And crashed.

WORTH PLAYING?

There's a two-player mode, but it's not any more fun. You'll both be driving as badly as each other. It's possible to tweak your car set-up and go through racing school, but this is no *GT 2000* beater. The Dual Shock2 pad seems a really clumsy interface to play this game. It might play better with a steering wheel, but Sony hasn't made one yet. Physics question for Squaresoft: Cars are designed to want to go in a straight line, so why don't yours?


LAP 1/2
POS 1/6
TOTAL TIME
00:28:733
LAP TIME
00:28:733
AT4
103 km/h

LAP 1/2
POS 4/6
TOTAL TIME
00:22:650
LAP TIME
00:22:650
AT3
127 km/h


LAP 1/2
POS 2/2
AT3
129 km/h
LAP 1/2
POS 1/2
AT3
102 km/h

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
Psychotherapy, or waiting for *GT2000*

FISHERMAN'S BAIT 2

FORMAT: PLAYSTATION
PRICE: £29.99
OUT: NOW

The fish bite, the game doesn't quite

NEED TO KNOW

Land the biggest fishy you can in the world's fishing spots. Action is pure arcade fun as you choose a lure and reel 'em in. Loads of game modes make this a hoot.

WORTH PLAYING?

Great graphics and unusual gameplay make *Fisherman's Bait* an okay rendition of a dull sport, but it's not going to set anyone's console alight.

computer and video Games

★★★

RESIDENT EVIL 2

FORMAT: DREAMCAST
PRICE: £39.99
OUT: NOW

Kill zombie-mothers in hi-res. Joy

NEED TO KNOW

Yet another straight PS to DC conversion, *Resi 2* features a city under attack from a horde of zombies. Play as either Leon or Claire as you try to suss out what's going on – and get scared.

WORTH PLAYING?

Resi 2 is as good as it ever was. Avoid this if you own the PS version – it's the same.

computer and video Games

★★★★

computer and video GAMES

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Blue Stinger
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1, 2
Bugs Bunny Lost in Time
C & C Series
Casper
Castlevania
Championship Manager 3
Championship Motocross
Civilisation 1, 2
Colin Mcrae Rally
Constructor
Coolboarders 1, 2, 3, 4
Crash Bandicoot 1, 2, 3, Team Racing
Crazy Taxi
Cyber Tiger Woods Golf
D
Day of the Tentacle
Deathtrap Dungeon
Diddy Kong Racing
Die Hard Trilogy 1, 2
Dino Crisis
Dogs Of War
Doom
Driver
Duke Nukem:Time to Kill
Dungeon Keeper
ECW Hardcore Revolution
Exhumed
Extreme Pinball
F.A. Manager
FA Premier League Manager
FIFA 2000, 99, 98, 97, 96
Fighting Force 2
Final Doom
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Flight Unlimited

G–K
Golden Eye
Gran Turismo 1, 2
Grand Theft Auto 1, 2, London 1969
Half Life Opp. Force
Hercules
Hidden & Dangerous
House of the Dead 2
Hydro Thunder
Jedi Knight
Jet Force Gemini
Jimmy White 2 Cueball
Kingpin
Knockout Kings 2000, 99

L–P
L.M.A. Manager
Legacy of Kain: Soul Reaver
Mario Golf
Medal of Honour
MediEvil 1, 2
Men In Black
Messiah
Metal Gear Solid ,EXTRA MISSIONS
Mission Impossible
Monopoly
Need For Speed 1, 2, 3, Road Challenge
Pac Man World
Plasma Sword
Player Manager 98
Pokemon Red/Blue
Pokemon Stadium
Populous the Beginning
Powerstone
Premier Manager 99, 98

Q–U
Quake 2, 3
Rainbow Six
Rayman 1, 2
Ready 2 Rumble Boxing
Redline Racer
Resident Evil : CODE Veronica
Resident Evil 1, 2, 3
Directors Cut
Revenge: WCW/nWo
Revolt
Ridge Racer 64
Roadsters
Rogue Spear (Rainbow 6)
Rogue Squadron:Star Wars
Rollcage 1, 2
Rugrats:Scavenger Hunt
Samurai Showdown 3
Sega Rally 2
Septerra Core
Shadowman
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Silent Hill
Sim City 2000, 3000
Snowboard Kids
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South Park, Rally
Soviet Strike
Spyro1, 2
Star Fox/Lylat Wars
Star Wars Episode 1-The Phantom Menace
Star Wars: Racer, Rogue Squadron
StarCraft
Super Smash Brothers
Sword of the Berserk
Syphon Filter 1, 2
Tarzan
Tekken 1, 2, 3
Tenchu
Test Drive Series
Theme Hospital, Park
Theme Park
Time Crisis
TOCA 1, 2
Tokyo Extreme Racer
Tom Clancys SSN
Tomb Raider 1, 2, 3, 4
Tomba
Tomorrow Never Dies
Tony Hawk's :Skateboarding
Top Gear Rally 2
Toy Commander
Toy Story 1, 2
Trickstyle
UEFA Striker

V–Z
Vigilante 8 - 2nd Offense
V-Rally 1, 2
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Warzone 2100
Wild Arms
Wild Metal
Worms Armageddon
Wu Tang:Taste the Pain
WWF War Zone, WWF Attitude
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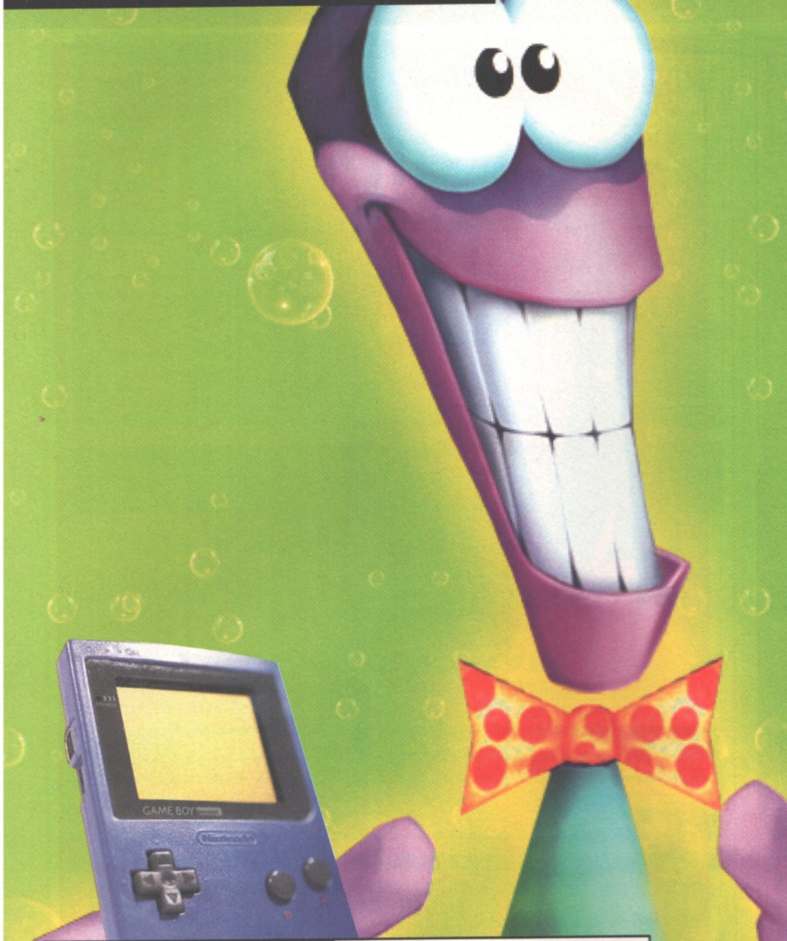

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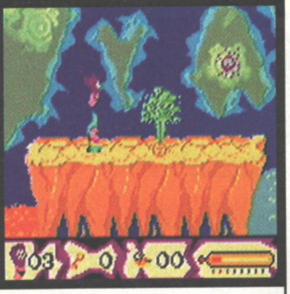


COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

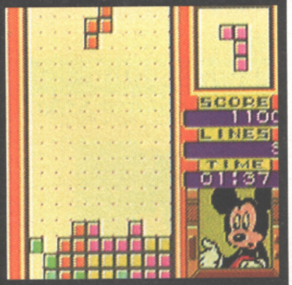
TONIC TROUBLE

WHAT YOU NEED TO KNOW
Ed the alien has accidentally dropped a can of toxic waste on Earth and all hell's broken loose. Take Ed on a scrolling platform journey across the demented world to put things right and defeat the Grogh – an all-round evil dude who used the toxic can to become ruler of the world.

DO SOMETHING NEW!
There isn't exactly a shortage of platformers on Game Boy and in many respects, *Tonic Trouble* is the same as a dozen other titles. Jump from one platform to the next, avoid baddies, and collect treats to open up new skills. Fun but hardly original.

WORTH PLAYING?
Lots of gameplay for your money. The graphics are great and the whole package feels nicely produced. There's not a lot that's new, but the game offers challenging, diverting action that'll keep platform fans happy.

computer and video Games
★★★



COST: **£24.99**
OUT: **MAY**
MULTIPLAYER: **1-2**

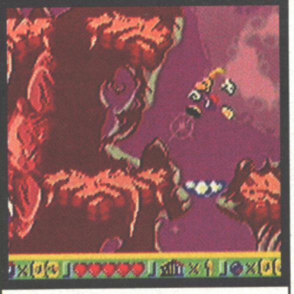
MAGICAL TETRIS CHALLENGE

WHAT YOU NEED TO KNOW
Tetris meets Disney with a touch of *Zelda* thrown in. You get original *Tetris*, along with six other *Tetris* games AND a whole quest with RPG elements. All this and your favourite characters from the Magic Kingdom.

QUEST-IONS ANSWERED
Aside from original *Tetris*, the coolest thing in the game is the Quest mode. Choose a character and journey with them, challenging other characters to *Tetris* matches. The winner of the bout gets a star. Finding all the stars you need will take you ages.

WORTH PLAYING?
This is worth a look even if you already own the original *Tetris*. The multiple modes of play and the unlockable games make this something you'll keep coming back to. The only drawback is that the syrupy Disney stars can get annoying.

computer and video Games
★★★★



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

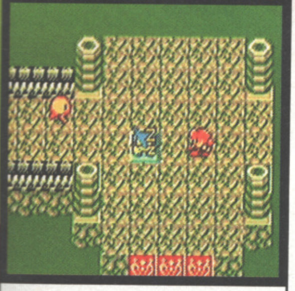
RAYMAN

WHAT YOU NEED TO KNOW
It's not often we can talk about how good Game Boy games look, but *Rayman* is clearly the exception. This multi-scrolling 2D platformer has got to be the most visually pleasing portable game to date. The detail is amazing and adds a whole lot more to the proceedings.

MAKE WAY FOR THE RAY
As well as its gorgeous looks, *Rayman* plays like a dream. The leaping/shooting action feels spot-on and there are plenty of different challenges in each of the game's environments to keep you hooked.

WORTH PLAYING?
Like *Tonic Trouble*, as a 2D platformer *Rayman* doesn't do a great deal that's new. It's a blast to play though, and that's really all that matters. *Rayman* learns new skills as you play to keep the action feeling fresh. Not quite a *Mario* beater, but it's a darn sight prettier.

computer and video Games
★★★★



AZURE DREAMS

WHAT YOU NEED TO KNOW

Along with 2D platformers, Game Boy owners also have the pick of some top-notch RPGs. *Azure Dreams* is a strange adventure that mixes dungeon exploration, *Zelda*-style, with the monster training and egg-hatching fun of *Pokémon*.

TOWER TERROR

After a dull intro, the action picks up and you'll find your character battling and collecting monsters in the nearby Mysterious Tower. The ultimate aim is to find out what happened to your father when he disappeared, but there's loads to do along the way.

WORTH PLAYING?

Azure Dreams is great fun if you like RPGs, but it doesn't have the all-round appeal of games like *Link's Awakening* to keep non-adventurers happy. Worth a look though, if you've blasted through *Pokémon* and *Dragon Warrior Monsters*.

GAME BOY COLOR GAME BOY

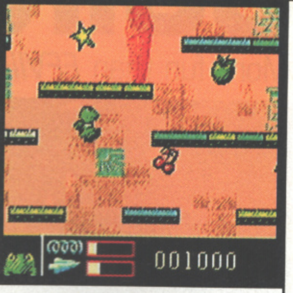
COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

computer and video Games

★★★



JIM HENSON'S MUPPETS

WHAT YOU NEED TO KNOW

It's time to play the music, it's time to light the lights, it's time to get frustrated with the *Muppets* game tonight. Miss Piggy and Co are lost in a time warp and the Muppets Show is in danger of being brought to a standstill unless they're found. Play as Kermit and Animal in this platform puzzler.

IN THE ZONE

The game takes place over six time zones and at the end of each lies your Muppet buddy. Each zone is split into four levels. You can play the first three in any order but you need to complete them all to open the fourth.

WORTH PLAYING?

Muppets are cool but videogames have yet to really do them proud and this attempt doesn't even come close. The action is repetitive and the characters move along clumsily. Lots to keep you busy but you'll get bored long before you reach the end.

GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

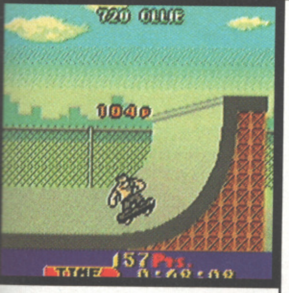
computer and video Games

★★

WORDS&GRABS: LEE SKITTRELL

The best games to play while catching summer rays

FUN IN THE SUN



TONY HAWK'S SKATE-BOARDING

WHAT YOU NEED TO KNOW

Tony Hawk gets a scaled down conversion for portable playing. Take on computer controlled skaters in the Tournament mode and rack up points on the half-pipe. You can even play against a mate via a link cable.

YOU'RE RANK

The Tournament mode is a lot different from previous *Hawk* games. You still collect tapes, but this time it's a race against other skaters. Your ranking depends on your final position, number of tapes collected, and how many cool stunts you've pulled off.

WORTH PLAYING?

Tony Hawk on Game Boy isn't as good as its console cousins and fans of those games may be disappointed by the limitations here. The change in emphasis from collecting to racing alters the gameplay dramatically. Still fun to play.

GAME BOY COLOR

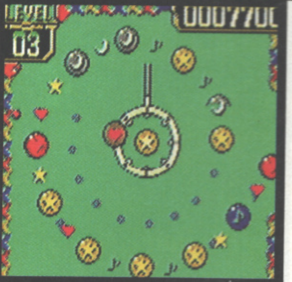
COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

computer and video Games

★★★★



BALLISTIC

WHAT YOU NEED TO KNOW

Have a bash at ball-busting puzzle action in *Ballistic*. Patterned balls revolve round a spiral. In the middle is a little cannon that you fire balls from. The idea is simple: blast the cannon balls into the spiral to match two or more of the same design. Get it right and they disappear, giving you more space.

A LOAD OF BALLS?

Ballistic is fun in one-player, but where the PlayStation version excelled was in its two-player mode. This is included on Game Boy and is just as much fun. Not everyone's into linking up though, so there are three different one-player games to tackle.

WORTH PLAYING?

Ballistic will keep you hooked for ages. It works great on Game Boy and is perfect for both a quick bash and for more extended playing. The game stands up well against even the mighty *Tetris*. If you're into puzzlers, snap this up.

GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

computer and video Games

★★★★

SOLDIER OF FORTUNE

FORMAT: PC
PRICE: £39.99
OUT: NOW

There are 26 hit zones on each target

NEED TO KNOW
Goriest first-person shooter ever. Kill terrorists, save the world – but more realistic. Sadistic fun in a warped way.

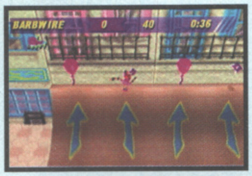
WORTH PLAYING?
Soldier Of Fortune pulls together your favourite bits from other shooters and warps them up in gory fashion, with an element of strategy. Gotta like hitting terrorists in the nads.

computer and video GAMES

★★★

BARBIE SUPER SPORTS

FORMAT: PLAYSTATION
PRICE: £29.99
OUT: NOW



Shockingly poor gameplay

YOU NEED TO KNOW
Take Barbie in-line skating, snowboarding and shopping in this videogame nightmare.

WORTH PLAYING?
Barbie games are aimed at a specific market, but that shouldn't mean they can be pony. If more effort had been made with the control system and graphics, this could've been a hoot.

computer and video GAMES

★

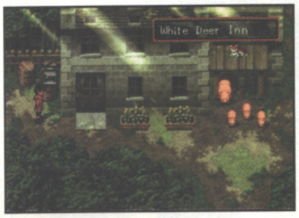
SUIKODEN II

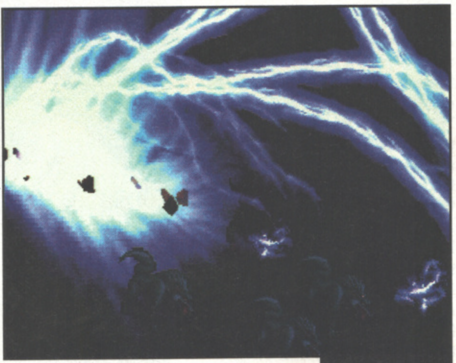
More fun than *FFVIII* – and not a polygon in sight

WORDS & SCREENSHOTS: LEE SKITTRELL

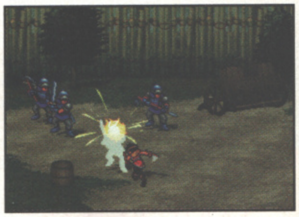
PlayStation

COST: £39.99
OUT: NOW
MULTIPLAYER: **NO**





The best graphics in the game are in the battles – many of the attacks look awesome

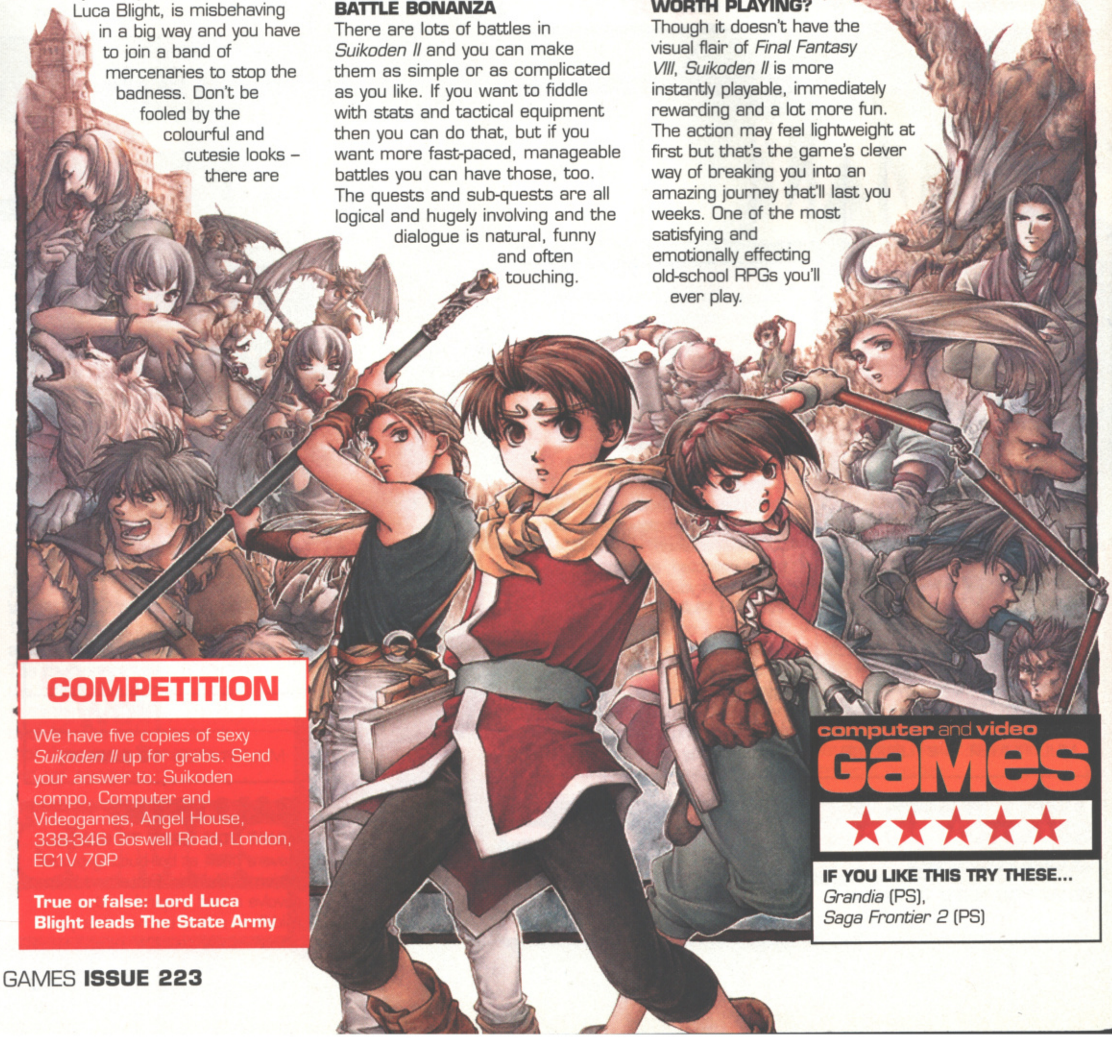


WHAT YOU NEED TO KNOW
Random battles? Turn-based combat? Cutesy sprite-drawn characters on flat 2D landscapes? Most of you are going to run a mile and that's a shame because, in spite of its old-fashioned feel, *Suikoden II* is one of the greatest RPGs ever created. Give it a go. You'll be pleasantly surprised.

WAR! WHAT IS IT GOOD FOR?
Suikoden II plunges you into a land on the brink of war. The State Army, led by the maniacal Lord Luca Blight, is misbehaving in a big way and you have to join a band of mercenaries to stop the badness. Don't be fooled by the colourful and cutesie looks – there are some surprisingly adult moments in the game. The soundtrack will raise the hairs on the back of your neck and the whole package is bursting with atmosphere.

BATTLE BONANZA
There are lots of battles in *Suikoden II* and you can make them as simple or as complicated as you like. If you want to fiddle with stats and tactical equipment then you can do that, but if you want more fast-paced, manageable battles you can have those, too. The quests and sub-quests are all logical and hugely involving and the dialogue is natural, funny and often touching.

WORTH PLAYING?
Though it doesn't have the visual flair of *Final Fantasy VIII*, *Suikoden II* is more instantly playable, immediately rewarding and a lot more fun. The action may feel lightweight at first but that's the game's clever way of breaking you into an amazing journey that'll last you weeks. One of the most satisfying and emotionally effecting old-school RPGs you'll ever play.



COMPETITION

We have five copies of sexy *Suikoden II* up for grabs. Send your answer to: Suikoden compo, Computer and Videogames, Angel House, 338-346 Goswell Road, London, EC1V 7QP

True or false: Lord Luca Blight leads The State Army

computer and video GAMES

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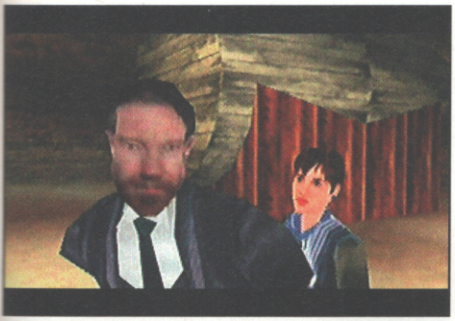
PERFECT DARK

It's the one you've been waiting for.
BUT IS IT better than *GoldenEye*?

Perfect Dark crash-landed in the CVG offices two days before our deadline for this issue. The mission needed a special agent to stay up playing with Joanna Dark all night to give CVG readers the first official review. And after two days of no sleep, no food, and not really knowing what day it was (what's new), 00 Agent Scott has pleasure in filing the following report: *Perfect Dark* is absolutely amazing.

MEET THE CAST

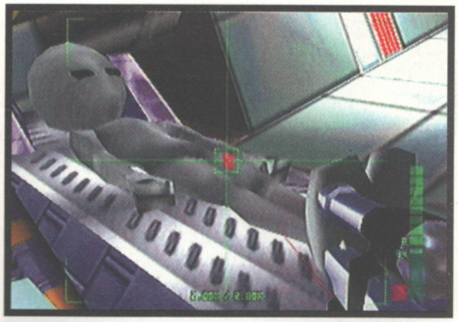
You come across some pretty weird and wonderful people on your travels, and certainly far too many to list here. But just to give you a flavour, here's a little selection.



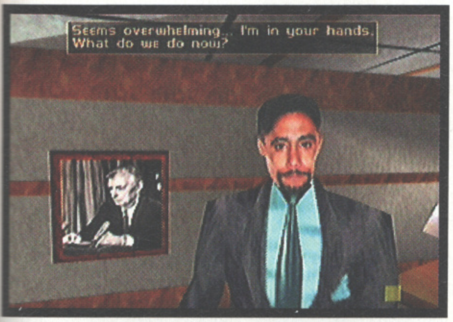
This is you, Joanna Dark, pictured with Carrington. Yes, she might look a bit of a moose here, but she's handy with firearms

PERFECT DARK

Shame she doesn't look more like the Joanna they used in the US TV ads. Blimey, get the tissues

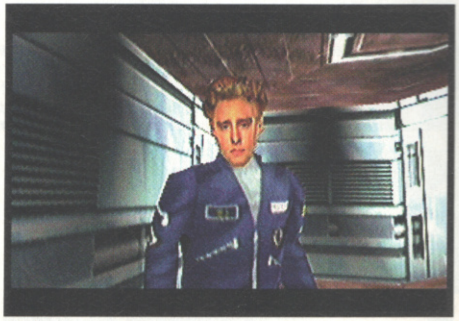


This is Elvis, your friendly alien chum. After you bust him out of a research lab in Area 51 he lends a hand on some levels

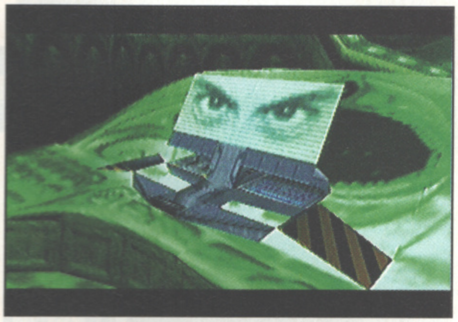


Seems overwhelming... I'm in your hands.
What do we do now?

You meet the US president on Air Force One and save him from assassination and being replaced by an identical evil doppelganger



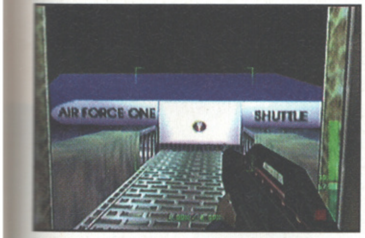
This is Johnathan. He's a secret agent too, but talks to you (Joanna) like he fancies you. Which is slightly unnerving if you're a bloke



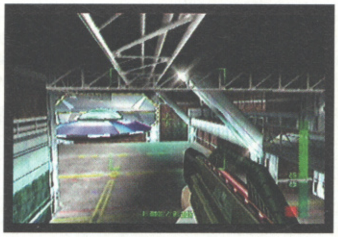
Meet Dr Carroll. He's a genius. It's his knowledge that the evil Datadyne tries to exploit to rule the world

RETURN OF THE PLOT

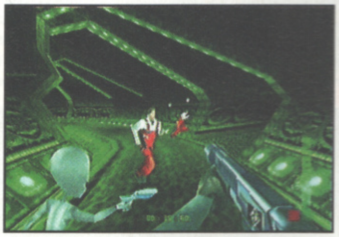
PC games have taken up the baton since Rare's *GoldenEye* to push the first-person shooter genre forward, but despite their pretty guns and levels they have all – bar *Half-Life* – neglected their plots. *Perfect Dark* boasts one of the most compelling and convoluted storylines ever seen in a videogame.



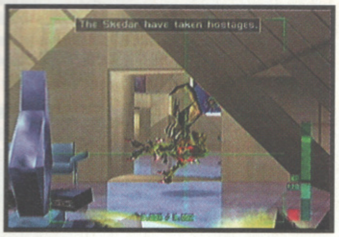
Wow! The President's aircraft. You must get on board, find him and blast your way out



After you spring Elvis, he'll fly you out in his UFO. Or you can fly out on a hover bike if you prefer…



When you at last make it to the undersea Cetan base, Elvis helps out. He'll even lend you his railgun

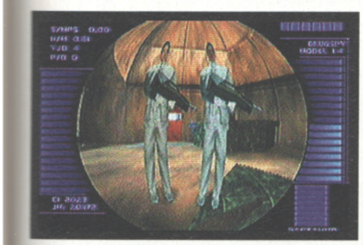


The Skedar have taken hostages.

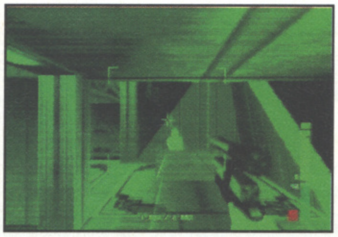
Later in the game the Cetans stop cloaking themselves as humans and show their true colours

PAY ATTENTION 00...ER JOANNA

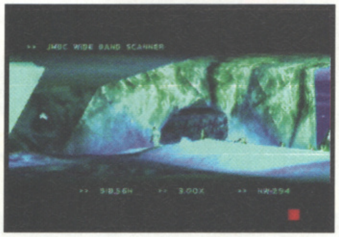
Bond had some cool gadgets, but they look like baby toys compared to Joanna Dark's arsenal. Some of her kit is awesomely destructive, and some of it is pure, utter genius.



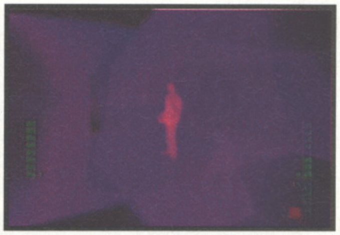
The Cam Spy can be independently controlled to check out what's around the corner



Joanna's got some tasty night vision goggles to help her when the lights are out. Stunning!



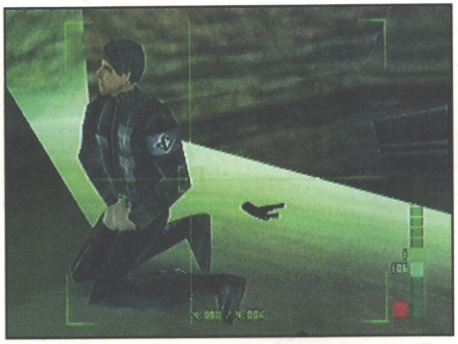
You know those goggles Luke Skywalker uses to scope for Sandmen in Star Wars? Joanna's got 'em



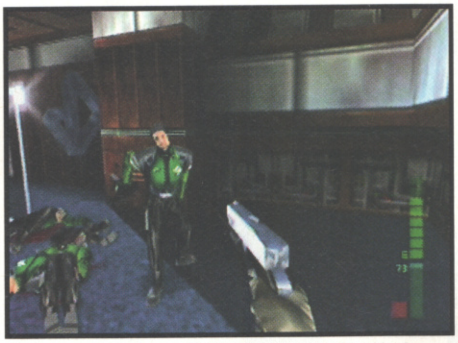
Another visual aid is a tasty set of X-ray goggles. The overall effect is pretty trippy

FIND THE HUMOUR IN KILLING

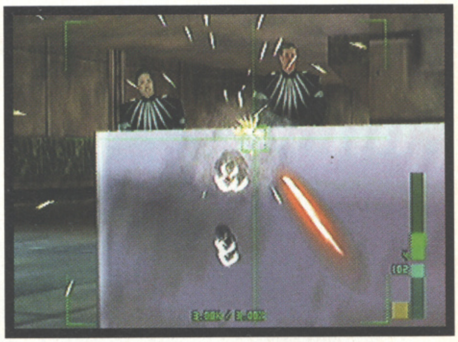
The enemies in *Perfect Dark* are even more fun to splatter up the walls than the Bond baddies. They shout out to each other when they spot you, and have a variety of dying words and screams when you kill them.



This fool tried to catch one of my bullets between his testicles. He should have known better. I can either leave him to slowly bleed to death, or finish him with a headshot. Either way, his gun is mine



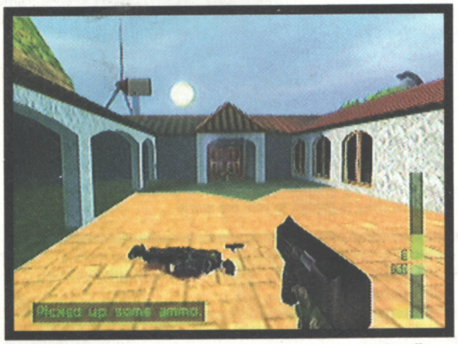
Blast a guard in the leg, and he'll hobble around trailing blood everywhere. He might still try and fight you, or he might try to limp away to safety and raise the alarm. Shoot his other leg to stop him



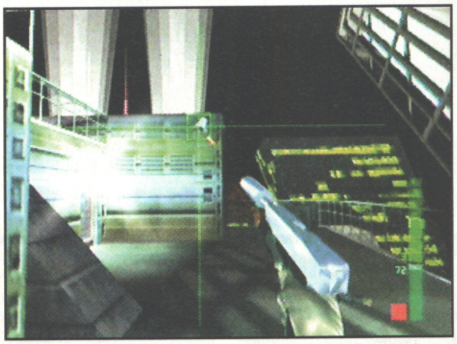
The standard duck and weave commands are as essential as they were in *GoldenEye*, especially if a room suddenly floods with enemies. Try to make every shot count to preserve ammunition

LIGHTS, JOANNA, ACTION

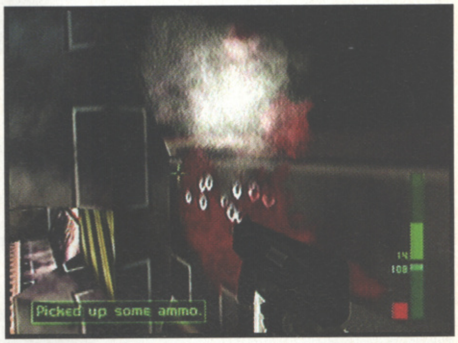
The visual effects in *Perfect Dark* are the best you're ever likely to see in an N64 game. You can set the game to run in hi-res mode, but the frame rate suffers slightly. Low-res doesn't look much worse, and has none of that fuzziness and pop-up that plagued *GoldenEye*.



This is Carrington Villa. The sunshine effect is dazzling, and really conveys the mood of a summer afternoon spent basking in the sun. Snipers line the rooftops, and the coolest thing to do is have a cursor on their head before they even know you've arrived



Perhaps the most overused effect in the game is this flare on the lights. It crops up just about everywhere and gives *Perfect Dark* a visual style completely different to any other N64 game. Better still, you can shoot them out to give yourself the advantage of darkness

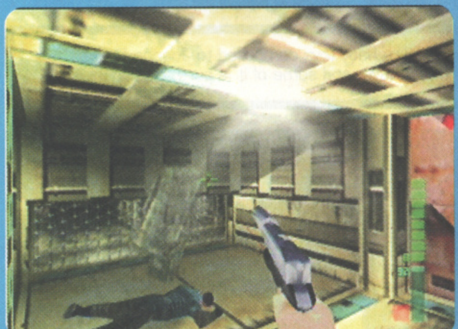


Dean was here. You can tell this by the bullet holes, gun smoke and blood stains. You can only leave about 40 holes in the wall, so bare that in mind when you're spelling out swear-words to amuse your mates. *Perfect Dark* really goes to town on the little details

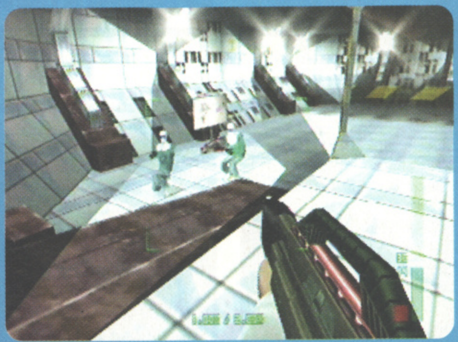
INSTANT PLAYER GUIDE

HOW TO KILL PEOPLE

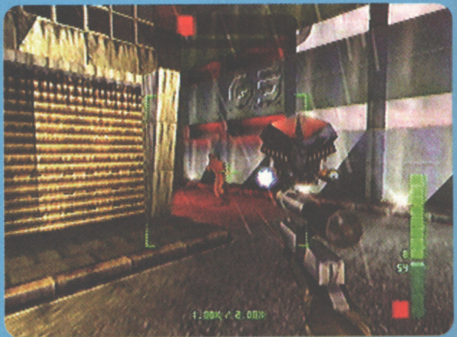
Some of the enemies in the game behave in ways that might confuse even the tastiest agents out there. To make sure they don't make you look a fool first time out, don't forget to memorise these tips.



These blokes can make themselves invisible like the Predator. When they cloak, keep strafing from side to side. This keeps you alive, and when they reappear, you'll be well placed to pop a cap in their ass



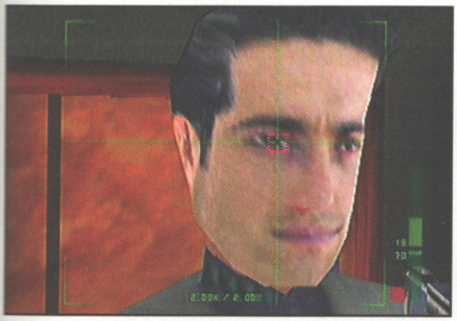
They might look like extras from the Pentium MMX adverts, but these scientists have a weapon that's more deadly than guns: tranquilisers. If they zap you, you become a sitting duck

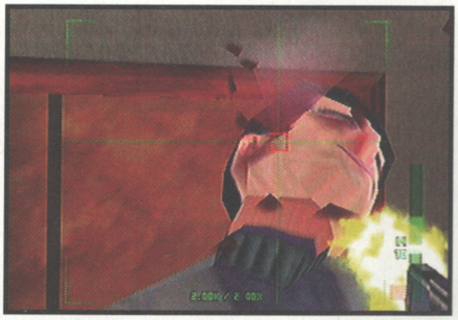


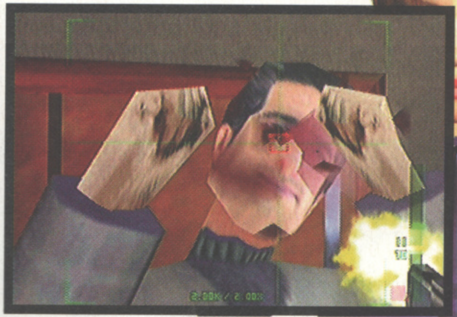
This droid patrols the streets of futuristic Chicago and packs enough firepower to perforate you like a piece of cartoon cheese. Hide from it rather than getting involved in a firefight

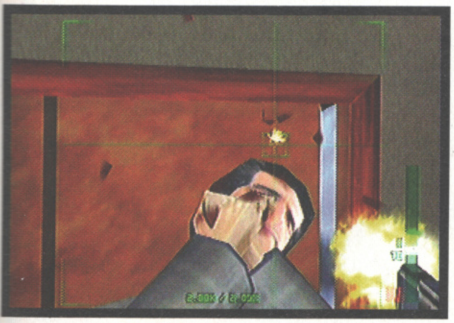
I'M REALLY GOING TO KILL YOU

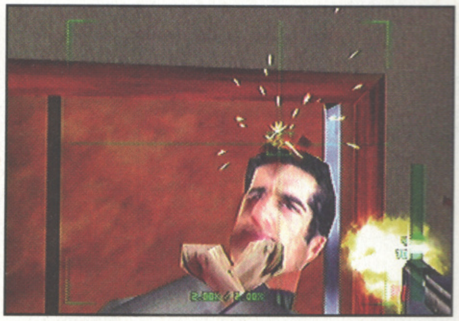
GoldenEye virtually perfected the videogame murder. The sensation of ripping rounds of bullets into guards was fantastic. *Perfect Dark* adds lashings of blood that stains walls, floors and clothing. Dispatches: kiss my arse.

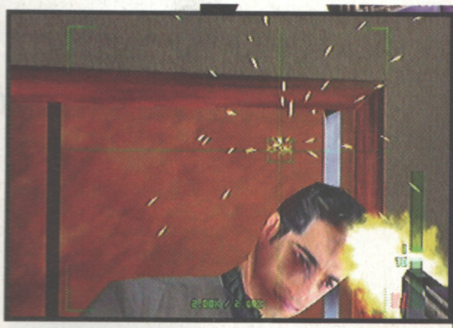

The President's advisors don't expect to get shot on the plane...


BAM BAM! His head rocks back as my shell enters his head...


...and he instinctively recoils, but he's now missing half of his face

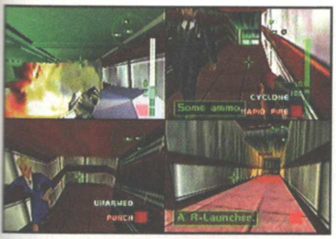

The hands come up in self-defence, but that won't save him...


As he starts to drop, my shells start hitting the door behind and...

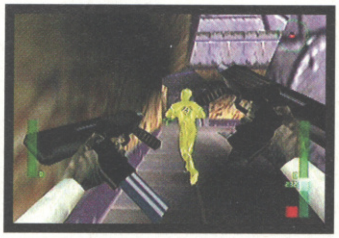

...he collapses on the floor in a pool of blood. One down, loads to go

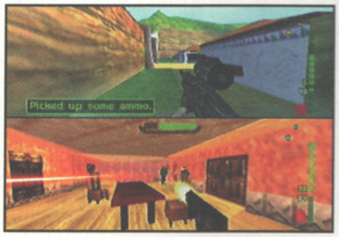
DEATHMATCH AND A LOT MORE

Standard 2-4 player deathmatches are in, but you can also add computer-controlled 'simulants' to up the body count. The action can slow when there are lots of people running around. The levels are good on the whole, but time will tell if it has the same multiplayer impact as it's predecessor.

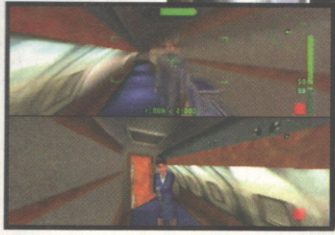


Four-player deathmatching. New weapons and surrounds provide that same *GoldenEye* buzz


This is a simulant. They come with different skills, but aren't as satisfying to kill as a real person



Two-player co-op mode. You and a friend can go through your finished levels and kill the bad guys


In Counter Operative mode, each time Joanna kills you, you warp into the body of the next baddie

WHAT WE THOUGHT

IS IT BETTER THAN *GOLDENEYE*?
It's just as good, but because it's so obviously based on *GoldenEye* it's not likely to be considered as significant in the long-term. Rare has done an amazing job of countering this effect by adding some of the most downright awesome genius for you to play with – the Cam Spy being an undoubted highlight. The levels are fantastic, ranging from a sunny villa to claustrophobic arctic caves. You complete objectives on each level in the same way, but great cut-scenes help the action flow between the game's fantastically diverse environments.

HOW LONG WILL IT LAST?
Even in Agent mode (the easiest setting) it'll take around ten hours to get through it – and that's without touching any of the secrets. Secret Agent is tougher, and Perfect Agent is as infuriating and as realistically difficult as GoldenEye's 00 Agent. You have to get used to holding a button to access a weapon's secondary fire mode, effectively doubling your guns. For example, your laptop PC gun becomes a standalone gun turret. Cool.

IS IT PERFECT?
Pretty damn close. You might have some trouble navigating the bigger levels, and you need an expansion pack to play the solo missions, so please buy one before you get this. The enemy AI is better: they talk to you, scream more, and generally make for better machinegun fodder. You get that same rush ploughing into a room full of armed guards as you did in *GoldenEye*, and no game has managed that up to now.

BEST GAME EVER, THEN?
Perfect Dark is everything you needed it to be and a lot more. The multiplayer modes are clever (especially two-player co-op) and, if nothing else, it gives you and four mates a load of new levels and guns to play around with. Just don't expect to have a life until you finish it. As soon as you get it home you'll be hooked: the dog will be pulling hungry faces since you'll be too busy to feed him. We can't recommend it enough.

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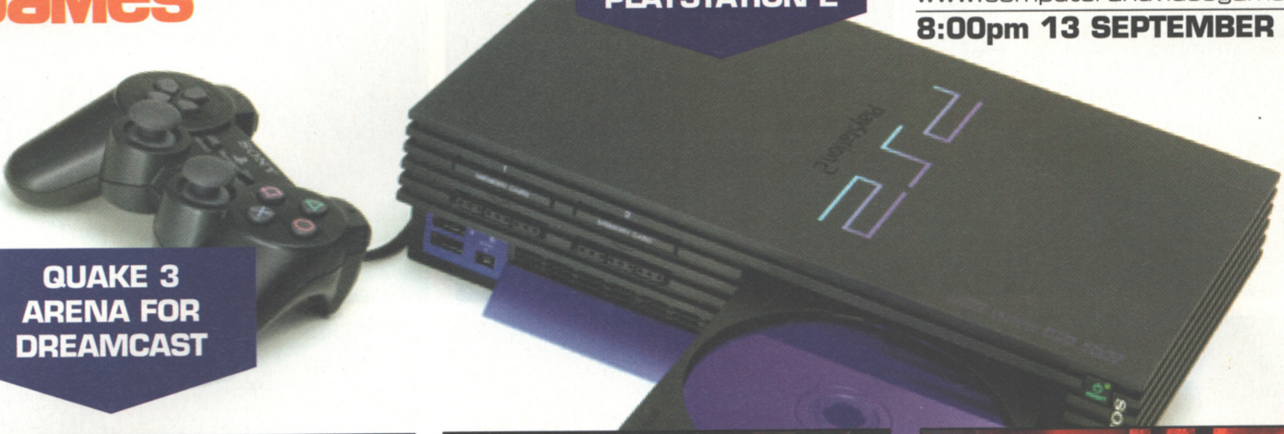

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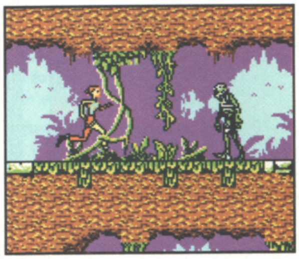

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